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ROLE PLAYING ADVENTURE
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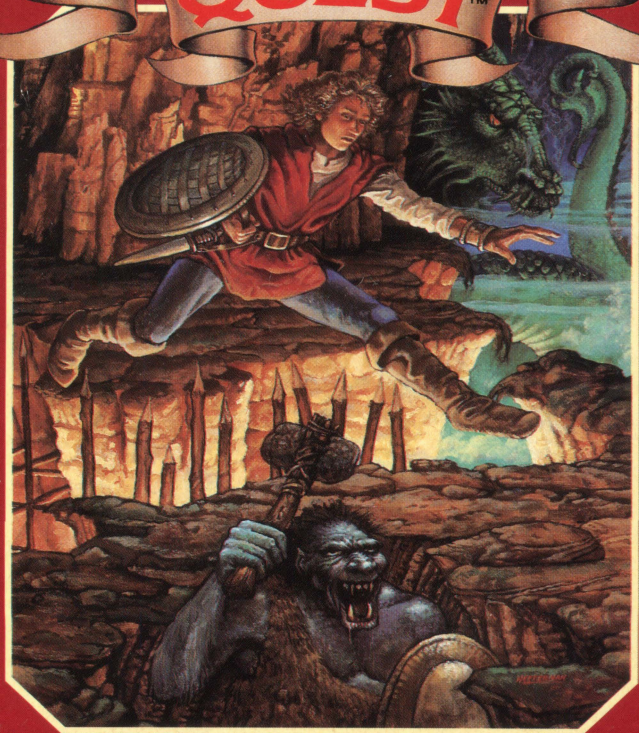
TOLKIEN QUEST™



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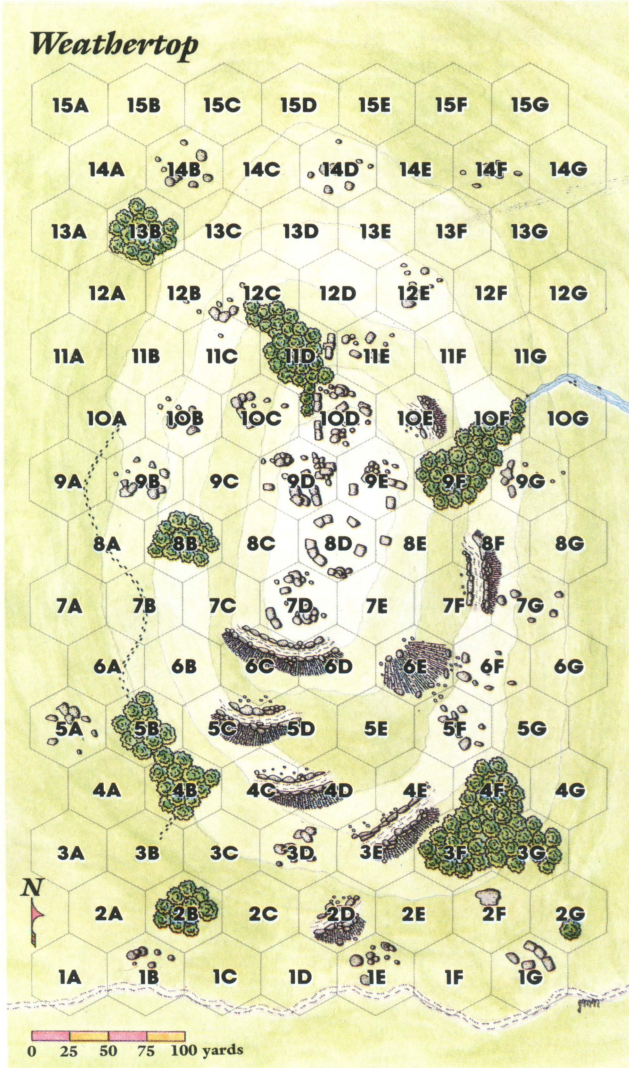
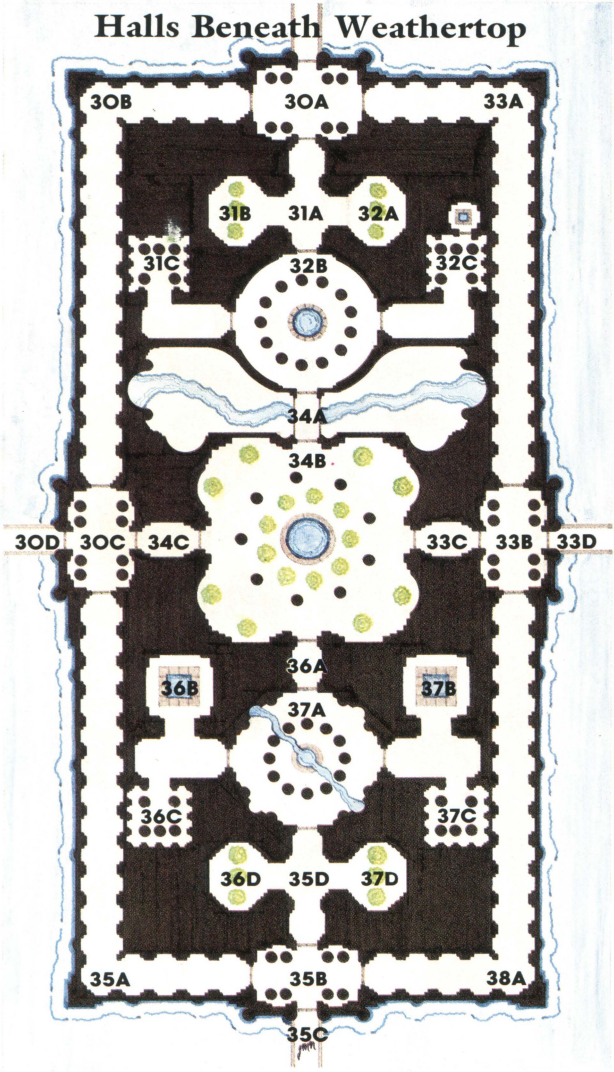
THE LEGEND OF WEATHERTOP™

TOLKIEN QUEST™
RANDOM NUMBER TABLE

6	11	8	9	7	5	6	9	8	5	7	3
7	4	10	6	3	12	7	2	10	8	4	11
9	6	5	7	4	8	5	6	9	7	10	8
8	5	7	3	6	11	8	9	7	5	6	9
10	8	4	11	7	4	10	6	3	12	7	2
9	7	10	8	9	6	5	7	4	8	5	6
7	5	6	9	8	5	7	3	6	11	8	9
3	12	7	2	10	8	4	11	7	4	10	6
4	8	5	6	9	7	10	8	9	6	5	7
6	11	8	9	7	5	6	9	8	5	7	3
7	4	10	6	3	12	7	2	10	8	4	11
9	6	5	7	4	8	5	6	9	7	10	8
8	5	7	3	6	11	8	9	7	5	6	9
10	8	4	11	7	4	10	6	3	12	7	2
9	7	10	8	9	6	5	7	4	8	5	6


Weathertop
15A 15B 15C 15D 15E 15F 15G
14A 14B 14C 14D 14E 14F 14G
13A 13B 13C 13D 13E 13F 13G
12A 12B 12C 12D 12E 12F 12G
11A 11B 11C 11D 11E 11F 11G
10A 10B 10C 10D 10E 10F 10G
9A 9B 9C 9D 9E 9F 9G
8A 8B 8C 8D 8E 8F 8G
7A 7B 7C 7D 7E 7F 7G
6A 6B 6C 6D 6E 6F 6G
5A 5B 5C 5D 5E 5F 5G
4A 4B 4C 4D 4E 4F 4G
3A 3B 3C 3D 3E 3F 3G
2A 2B 2C 2D 2E 2F 2G
1A 1B 1C 1D 1E 1F 1G
N
0 25 50 75 100 yards

Halls Beneath Weathertop



YOU are less than thrilled by the prospect of trading riddles with this chilling creature but have little choice. "Very well," you say, "we will play the game."

"A nose of steel, Works afield, Breaks but remains unbroken," he hisses at you. For a moment, your mind refuses to work.

"A plowshare!" pipes up the Hobbit, while you are still scratching your head. A frigid sigh escapes from the Wight; Hamwich has frustrated the evil thing!

Before you can think of a riddle, the Hobbit begins to recite:

"Big as house, Grey as a mouse, I make the earth shake."

"An Oliphant," the Wight hisses back, frigidly delighted. After thinking for a few moments, the Wight poses a riddle:

"What has roots nobody sees,
Is taller than trees,
Up, up it goes,
And yet it never grows?" †

Can **YOU** answer the riddling Wight? If you can, will the loathsome spirit let you pass and continue your quest? With Tolkien Quest™ gamebooks, **YOU** make the choices that determine **YOUR** fate! Join the adventure and ***read on!***

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P.O. BOX 1605
CHARLOTTESVILLE, VA 22902

The Legend of Weathertop

by
Heike Kubasch

System Designer: S. Coleman Charlton

Illustrations by James Holloway and Jessica Ney

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CHARACTER RECORD

Name: _____

STATS

	Stat Value	Stat Bonus
Strength(St)	8	0
Agility(Ag)	9	1
Intelligence(In)	6	0

Endurance: 36
= 20 + (2 x St Stat)

Damage Taken: _____

SPELLS: optional

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____
7 _____
8 _____

SKILLS

	Total Bonus	=	Skill Bonus	+	Stat Bonus	+	Equipment Bonuses	+	Special & Temporary Bonuses
Bonuses									
Melee OB	2	=	2	+	0 St	+	2 weapon	+	
Missile OB	-1	=	-2	+	1 Ag	+	___ weapon	+	
DB	1	=	NA	+	1 Ag	+	1 armor	+	
Running	1	=	NA	+	1 Ag	+	___	+	
General	2	=	1	+	1 Ag	+	___	+	
Trickery	1	=	1	+	0 In	+	___	+	
Perception	1	=	1	+	0 In	+	___	+	
Magical	1	=	1	+	0 In	+	___	+	

EQUIPMENT

In Backpack/Sheathed/Carried (includes meals)

1) _____
2) _____
3) _____
4) _____
5) _____
6) _____
7) _____
8) _____
9) _____
10) _____
11) _____
12) _____

Worn (one of each type):
Armor: _____ Cloak: _____ Dagger: _____
Belt & Beltpouch (money, gems, etc.): _____

Special Items: _____

Time (minutes): _____ Experience Points: _____
(days): _____

CHARACTER RECORD

Name: _____

STATS	Stat Value	Stat Bonus
Strength(St)	_____	_____
Agility(Ag)	_____	_____
Intelligence(In)	_____	_____

Endurance: _____
= 20 + (2 x St Stat)

Damage Taken: _____

SPELLS: optional

1 _____
2 _____
3 _____
4 _____
5 _____
6 _____
7 _____
8 _____

SKILLS	Total Bonus =	Skill Bonus	+ Stat Bonus	+ Equipment Bonuses	+ Special & Temporary Bonuses
Bonuses					
Melee OB	____ =	____	+ ____St	+ ____weapon	+ ____ + ____ + ____
Missile OB	____ =	____	+ ____Ag	+ ____weapon	+ ____ + ____ + ____
DB	____ =	NA	+ ____Ag	+ ____armor	+ ____ + ____ + ____
Running	____ =	NA	+ ____Ag	+ ____	+ ____ + ____ + ____
General	____ =	____	+ ____Ag	+ ____	+ ____ + ____ + ____
Trickery	____ =	____	+ ____In	+ ____	+ ____ + ____ + ____
Perception	____ =	____	+ ____In	+ ____	+ ____ + ____ + ____
Magical	____ =	____	+ ____In	+ ____	+ ____ + ____ + ____

EQUIPMENT

In Backpack/Sheathed/Carried (includes meals)

1) _____ 7) _____
2) _____ 8) _____
3) _____ 9) _____
4) _____ 10) _____
5) _____ 11) _____
6) _____ 12) _____

Worn (one of each type):
Armor: _____ Cloak: _____ Dagger: _____
Belt & Beltpouch (money, gems, etc.): _____

Special Items: _____

Time (minutes): _____ Experience Points: _____
(days): _____

AN INTRODUCTION TO THE *TOLKIEN QUEST*™ GAME SYSTEM

Based on the works of the greatest fantasy writer of all time, ***Tolkien Quest*** gamebooks invite the reader into the world of brave and cruel Men, Hobbits and Elves, Orcs and Trolls, and Wizards both good and evil. The continent of Middle-earth, rich in adventure and conflict, provides the perfect background for solo adventures. Welcome to the fantasy and thrill of J.R.R. Tolkien's Middle-earth!

THE MAPBOARD

The mapboard provided with this book gives an overview of part of the area in which your adventures will take place. This map shows what **you** know about the area, but it does not tell you everything that may happen.

Each space on the mapboard is labeled with a number and a letter (i.e., 1A, 1B, ... , 2B, 2C, ... , etc.). Each of these labels refers to a section of the text, with the same number and letter, near the beginning of the book. This *"Location Text"* tells you what you find **and** directs you to further *"Encounter Text"* that provides choices and more detailed information to guide you in your adventures.

Keep track of your location on the mapboard during play. This is done by remembering the label of your location, by using any small playing piece (i.e., a coin) to mark your location, or by tracing your path with a crayon or greasepencil.

THE GAMEBOOK

The gamebook describes hazards, situations, and locations that may be encountered during your adventures. As you read the text sections, choices will be given as to what actions to take. The text section you read will depend on the space you move into on the mapboard, the directions in the text, and whether the actions you attempt succeed or fail.

As mentioned earlier, *Location Text* sections are in the beginning of the gamebook and match the spaces on the mapboard. These sections are labeled with a number followed by a letter. *Encounter Text* sections are toward the back of the gamebook and are listed by three-digit numbers only (e.g., "365"). Read the *Location Text* as you move into the matching space on the mapboard, and read the *Encounter Text* only when told to do so by the text.

Often Encounter Text will direct your "movement" in areas that are not represented on your mapboard. In these cases, it can be very useful for you to keep track of what you encounter and where you go (i.e., you should record and map your path of travel).

PICKING A NUMBER

Many times during your adventures in this book you will need to ***pick a number*** (between 2 and 12). There are several ways to do this:

1) Turn to the Random Number Table on the inside front cover of this book, use a pencil (or pen or similar object), close your eyes, and touch the Random Number Table with the pencil. The number touched is the ***number*** which you have ***picked***. If your pencil falls on a line, just repeat the process.
2) Flip to a random page in the book and look at the small boxed number in the inside, bottom corner of the page. This number is the ***number*** which you have ***picked***.
3) If you have two six-sided dice, roll them. The result is the ***number*** which you have ***picked***. (You can also roll one six-sided die twice and add the results.)

Often you will be instructed to ***pick a number and add a "bonus"***. When this happens, treat results of more than 12 as "12" and treat results of less than 2 as "2".

CHOOSING A SYSTEM

Before starting to play, decide whether you want to use the Basic ***Tolkien Quest*** System or the Advanced ***Tolkien Quest*** System, both included in this book. If you have never read one of these gamebooks and have never played role playing games, we suggest that you use the Basic System and the pre-created character provided. After you have mastered that, use the Advanced System and create your own character.

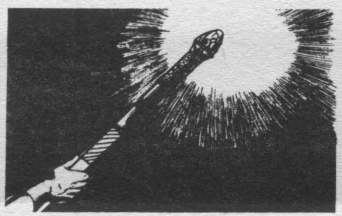
CHOOSING A CHARACTER

There are three ways to choose a character:

1) You can use the completely created character provided at the beginning of the book.
2) You can create your own character using the simple Tolkien Quest character development system included in this book.
3) You can create your own character using ***MERP***, the ***Middle-earth Role Playing System*** (an ICE production not included in this gamebook). When using ***MERP***, ignore the Action Tables and Combat Tables provided at the end of this gamebook. Instead, use the guidelines and tables provided in ***MERP*** to resolve "actions" and "combat" (see Optional Rules).

STARTING TO PLAY

After choosing a character to play and a system to use, start your adventures by reading the Prologue found after the rules section. From this point on read sections as indicated by the text. When told to ***move on***, read text sections corresponding to spaces on the mapboard.



THE BASIC SYSTEM

MOVING ON

When the text tells you to ***move on***, you may choose to move into any one of the spaces on the mapboard adjacent to the space you are in. Then read the matching Location Text. This text can of course lead to more detailed adventures by directing you to a section of Encounter Text. When the text tells you to ***move on in a random direction***, proceed as if the text just says ***move on***.

When moving into a space where you have already been, ignore any text references to conditions which no longer exist. For example, if you defeat a Troll in a space, leave the space and later return, you do not have to fight the same Troll again.

TIME

When using the Basic System, **do not keep track of time**. When the text indicates a choice of encounters based upon time, read the text associated with the earliest time.

DAMAGE AND HEALING

As you adventure, you will take damage from fights, traps, falls, etc. You must keep track of this damage in terms of a total amount of *damage taken* (record the total in the *damage taken* space on your Character Record). Only your *damage taken* total changes during play; your *Endurance* does not change.

If your *damage taken* exceeds your *Endurance* (see your Character Record), you are unconscious. If this occurred during a fight, you are defeated and must proceed as the text indicates. Otherwise, you are dead; your adventure is over and you may begin again from the start. If the text indicates that you "wake up", change your *damage taken* so that it equals your *Endurance*.

Each time you read a section of text that you have not read before and that does not require you to ***pick a number***, or fight, or ***take an action***, you may "rest", automatically reducing your *damage taken* by one.

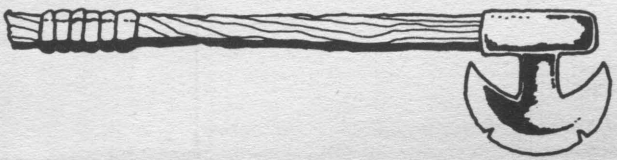
FIGHTING

Fighting consists of a series of "rounds". During each "round", you attack your opponent or you attempt to flee **and** your opponent attacks you. Missile attacks and your Missile OB are **not** used in the Basic System.

If you choose to fight an opponent **or** the text indicates that you must fight, the combat is resolved in the following fashion:

1) You attack (see below) your opponent and then he attacks you. If you are surprised, reverse the order of the attacks for the rest of the combat.
2) Repeat step 1, a round of the fight, until one of the following conditions occur:
   a) One of you is **killed** (a "K" result on the Combat Table).
   b) One of you has more *damage taken* than *Endurance*. That combatant is **unconscious** and is defeated. (This can also occur due to a "U" result on the Combat Table.)
   c) You successfully **run away**. At the beginning of any round of combat, you may elect not to attack for that round. After your opponent makes his attack for that round, you may attempt to **run away** (use the Action Table):
      - If you are successful, the fight ends and you follow the text instructions **or** ***move on in a random direction.***
      - If you are unsuccessful, you are still engaged and must begin another round of the fight. (However, you may attempt to run away again).

After a fight, the text will indicate what you are to do.



Process for Resolving An "Attack":

1) Subtract the defender's Defensive Bonus (DB) from the attacker's Melee Offensive Bonus (OB) **and** ***pick a number.***
2) Using the Combat Table on the last page of this book, cross-index the number picked (in the vertical row on the left side of the table) and the difference between the OB and the DB (in the horizontal column at the top of the table).
3) The result is the amount of damage that the defender takes that round (increase his *damage taken* by that amount). The special results "U" and "K" end the combat immediately with the defender being knocked out (U, Unconscious) or more rarely, killed (K).

Fighting More than One Opponent

If the text indicates that you must fight more than one opponent in a given situation, "fight" the first one. If you defeat the first one, then fight the next one. Continue this process until you have defeated all of the opponents **or** you are defeated **or** you have successfully run away.

EQUIPMENT

Whenever you acquire money and equipment, record them on your Character Record in the spaces provided. Silver pieces are "money" and may be used during your adventures to pay for food, lodging, transport, bribes, etc. Certain equipment may affect your abilities. If you wish, refer to the Advanced System for the effects of armor and weapons.

TAKING AN ACTION

When the text directs you to ***take an action***, refer to the Action Table on the next to the last page in the book. Choose one of the actions listed and follow the directions given. Sometimes these directions will require you to use the "bonuses" listed on your Character Record.

CREATING YOUR *TOLKIEN QUEST* CHARACTER

If you do not want to create your own character, use the pre-created character found near the front of this book. If you decide to create your own character, you must follow the directions given in this section. Keep track of your character on the Character Record found near the front of this book. It is advisable to enter information in pencil so that it can be erased and updated. If necessary, you may copy or photocopy this Character Record for your own use.

As you go through this character creation process, refer to the pre-created character in the front of the book as an example.

STATS

Your character starts with certain mental and physical attributes called "stats" (short for statistics): Strength (St), Agility (Ag), and Intelligence (In). Before beginning this adventure, determine the values of these stats. ***Pick a number*** three times and assign one to each of the three stats (the choice is yours). Then record them in the *Stat Value* column on your Character Record.

Stat Bonuses

Each stat (St, Ag, In) may give a "bonus" when performing certain activities; keep in mind that these "bonuses" can be negative (or zero) as well as positive.

Each stat of **2—4** gives a bonus of **-1**
Each stat of **5—8** gives a bonus of **0**
Each stat of **9—10** gives a bonus of **+1**
Each stat of **11—12** gives a bonus of **+2**

Record these bonuses in the *Stat Bonus* column next to the *Stat Values* on your Character Record.

ENDURANCE

Your Strength stat determines the *Endurance* of your character. During combat you will take damage due to shock, pain, bleeding, etc. If this damage exceeds your *Endurance*, you will fall unconscious (pass out). Your

Endurance is equal to *twice your Strength stat plus 20*; record this on your Character Record.

SKILLS

The following 8 "skills" affect your chances of accomplishing certain actions during your adventures.

1) *Melee OB Skill:* This skill reflects your ability to attack in melee (hand-to-hand) combat. OB stands for "Offensive Bonus".
2) *Missile OB Skill:* This skill reflects your ability to attack using a missile such as a thrown spear or a bow. OB stands for "Offensive Bonus". (This skill is not used with the Basic System.)
3) *General Skill:* Use this skill when directed to perform general activities by the text, including: Climb, Track, Hunt, Ride, and Swim actions.
4) *Trickery Skill:* Use this skill when trying to move without being seen or heard (i.e., sneaking), trying to steal or take something held or protected by an opponent, picking a lock, escaping from bonds, and many other similar activities.
5) *Perception Skill:* This skill reflects how much information you gather through observation and exploration. It also reflects your ability to talk and negotiate with beings you meet during your adventures.
6) *Magical Skill:* This skill reflects your affinity with magic and spells. Use this skill when you try to cast a spell and when indicated by the text.
7) *Running Skill:* This skill reflects your chances of running away from danger.
8) *DB Skill:* This skill reflects your ability to avoid attacks. DB stands for Defensive Bonus.

Skill Bonuses

For each of these skills, you will have a *Skill Bonus*. Use your Skill Bonuses when you attempt certain actions; keep in mind that these "bonuses" can be negative as well as positive.

When you start your character, you have a total of six "+1 bonuses" to assign to your skills; the choice is yours

(see below). These bonuses may **not** be assigned to your "DB" skill or your "Running" skill.

You may assign more than one "+1 bonuses" to any given skill, but no more than three to any one skill. Thus, two "+1 bonuses" assigned to a skill will be a "+2 bonus", and three "+1 bonuses" will be a "+3 bonus". These bonuses should be recorded in the appropriate spaces in the *Skill Bonus* column on your Character Record.

If you do not assign any "+1 bonuses" to a skill, record a "-2 bonus" in the appropriate space. The "DB" and "Running" skills do **not** receive this "-2 bonus"; instead they are "0".

Applying Stat Bonuses to Skills

In the *Skill* section on your Character Record you will find a *Stat Bonus* column. Each space has a stat abbreviation next to it; in each space record the stat bonus corresponding to the abbreviation. (Refer to the pre-created character if you need help in following these instructions.)

TOTAL BONUSES

At this point, you should have a bonus recorded in each *Stat Bonus* space and each *Skill Bonus* space. Keep in mind that these "bonuses" can be negative as well as positive. For each skill, add the two bonuses and record the total in the appropriate *TOTAL BONUS* space.

When the text instructs you to "add your bonus", it refers to these *Total Bonuses*.

During play you may acquire equipment or abilities that may affect your bonuses. Use the *Equipment Bonuses* and *Special & Temporary Bonuses* spaces to record these bonuses. Of course, some of the *Total Bonuses* will have to be recalculated when this occurs.

SPELLS

You may decide to use the Optional Spell Rules. If so, for every "+1 bonus" that you do not assign to a skill, you may "learn" two spells that you may cast during play (see Optional Rules).

THE ADVANCED SYSTEM

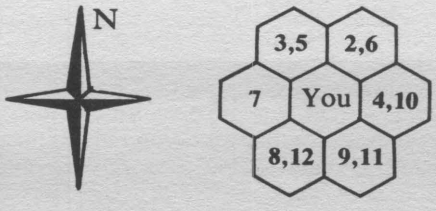
The Advanced System is similar to the Basic System in many respects but allows for more variety and action options. **If you are going to use the Basic System do not read any further.**

MOVING ON

When the text tells you to ***move on***, follow the same process described in the Basic System: choose any one of the spaces on the mapboard adjacent to the space you are in and read the Location Text section corresponding to that space.

Moving On in a Random Direction

If the text tells you to ***move on in a random direction***, you must ***move on*** to a randomly selected adjacent space. Outdoors, this space is selected by ***picking a number*** which corresponds to a specific space as indicated in the diagram below. If you cannot move in a direction due to an obstacle (river, edge of map, etc.), pick another number.(You start in the center space of the diagram below.)



TIME

Keeping track of time adds a great deal of flavor and excitement to the use of this gamebook, but it does require that you keep a running total of the amount of time that passes. If you desire an easier adventure, just use the gamebook as directed and ignore the text passages and rules referring to time (see the Basic System).

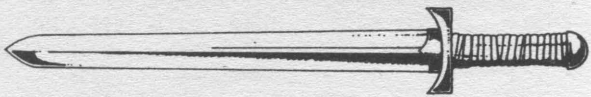
Passage of time will be abbreviated at the beginning of each text section as: *Time:* #, where # is the number of minutes. As you read each text section, add this amount to your time total.

Double these time figures when you ***move on in a random direction***.

NIGHTTIME

This gamebook assumes that the adventures take place during the daytime and that you rest at night. Nighttime starts when your time total reaches 13+ hours (780+ minutes) **and** you read a section of text that does not require you to ***pick a number***, fight, or ***take an action***.

At this point, you must rest: mark down that 1 day has passed and restart your time total to 0. You must also "eat a meal" (mark one meal used on your character record). If you do not have a meal, you may not heal any damage that night **and** you must increase your *damage taken* by 5. After all this is done, just proceed normally.



DAMAGE AND HEALING

Keep track of *damage taken* as indicated in the Basic System. If your *damage taken* exceeds your *Endurance* (see your Character Record), you are unconscious. If this occurs during a fight, you are **defeated** and must proceed as the text indicates. Otherwise, you remain unconscious until you heal enough so that your *damage taken* drops below your *Endurance*. If the text indicates that you wake up after a fight, reduce your *damage taken* to equal your *Endurance*.

Do not use the Basic System rule for healing. Each time you read a section of text that does not require you to ***pick a number***, fight, or ***take an action***, you may reduce your *damage taken* by 3 for each hour you spend "resting". At night, if you rest and eat a meal, you may reduce your *damage taken* by 15.

EQUIPMENT

You may only **wear**: 1 suit of armor, 1 dagger (on belt), 1 cloak, 1 backpack, and 1 belt and pouch.

In addition, you may **carry** a number of pieces of equipment equal to your *Strength* stat; this total may include a maximum of 3 weapons. If you lose your backpack, this number is reduced by half (round up), and you lose any excess equipment along with the backpack.

Certain special items indicated by the text may be obtained that do not follow these restrictions.

Armor has the following effects on your skill bonuses:

Plate Armor: +3 to DB; -3 to Trickery, Running, and Magical bonuses

Chain Armor: +2 to DB; -2 to Trickery, Running, and Magical bonuses

Leather Armor: +1 to DB; -1 to Trickery and Running bonuses

Shield: +1 to DB; -1 to Magical bonus

If you damage an opponent, your weapon can provide additional damage. (This additional damage applies to each attack only when a damage result of 1 or more is obtained.) **For example:** *Using the Combat Table, you inflict "8" damage on your opponent. If you are using a sword (+1 to damage), your opponent actually takes 9 damage points ("8" +1). If you are using a Battle-axe (+2 to damage), he would take 10 damage points ("8" +2).*

Sword	+1	
Mace	+2	(only if opponent is wearing
Spear	+0	chain or plate armor)
Dagger	-1	
Warhammer	+2	(but -1 to OB)
Battle-axe	+2	
Quarterstaff	+1	
Two-Handed Sword	+3	(but -1 to OB)
Bare-Handed	-3	(and -2 to OB)

The following weapons may be used once in a given combat as a missile attack (OB modifications are given in parentheses): battle-axe(-4), warhammer(-2), dagger(-1)

spear(-1), sword(-3), mace(-3). In such a case, the weapon may not be used in melee and may only be recovered if you defeat your opponent.

A bow may only be used in missile combat (see step 1 under **Fighting**), never in melee combat.

A shield may **not** be used with the following weapons: bow, battle-axe, quarterstaff, or two-handed sword.

TAKING AN ACTION

When the text directs you to ***take an action***, refer to the Action Table on the next to the last page in the book. Choose one of the actions listed and follow the directions given.

FIGHTING

Fighting consists of a series of "rounds". During each "round", you attack your opponent or you attempt to flee **and** your opponent attacks you.

If you choose to fight an opponent **or** the text indicates that you "must fight", the combat is resolved in the following fashion:

1) If you are surprised, proceed directly to step 3; otherwise, you **may** make a missile attack if able (see the attack resolution explanation). If your opponent is not surprised (i.e., he is aware of you), he will then make a missile attack against you if able (the text will specify if your opponent can make missile attacks).
2) No one is surprised for the remainder of the combat. Your opponent will attempt to force melee (hand-to-hand combat). You may attempt a **Run Past** action (see the Action Table). If successful, proceed to step 1; otherwise, proceed to step 3. *This completes one* **round** *of the fight.*
3) You are engaged in melee. You make a melee attack against your opponent, and he makes a melee attack against you. If you are surprised, reverse the order of the attacks for the rest of the combat. *This completes one* **round** *of the fight.*
4) Repeat rounds of the fight until one of the following conditions occur:
   a) One of you is **killed** (a "K" result on the Combat Table).

b) One of you has more *Damage Taken* than *Endurance*. That combatant is **unconscious** and is defeated. (This can also occur due to a "U" result on the Combat Table.)

c) You successfully **run away**. At the beginning of any round of combat, you may elect not to attack for that round. After your opponent makes his attack for that round, you may attempt to **Run Past** (use the Action Table):

- If you are successful, the fight ends (follow text instructions or ***move on in a random direction***.)
- If you are unsuccessful, you are still engaged and must begin another round of the fight at step 3. (However, you may attempt to run away again).

Resolve individual attacks as indicated in the Basic System. Using the Combat Table on the last page of this book, cross-index the difference in OB and DB with a ***number picked***. Be sure to add your character's Missile OB for missile attacks and Melee OB for melee attacks.

OPTIONAL RULES

These rules are included to allow the development of more complete Middle-earth characters and to add certain elements of fantastic realism to your adventures.

ADDITIONAL TERRAIN AND MOVEMENT RULES

Roads, Paths, and Trails

Using roads (also applies to paths and trails) can affect the passage of time. If the text or the mapboard indicates that there is a road between the space you are in and an adjacent space, you may choose one of the following options:

1) Use the road to ***move on*** to that space; in which case, use the time given in parentheses (e.g., for *Time: 20(5)* use 5 minutes).
2) ***Move on*** to that space but not use the road, in which case use the normal time passage.

This choice can be important because often your adventures will vary depending upon whether or not you are traveling on the road.

Travel on Horseback

If you have a horse and want to ***move on, pick a number*** and add your *General* Bonus. If the result is more than 6, reduce the "time used" (*Time: #*) for the next space by half (round up). Otherwise, use normal time passage. If the space moved into is indoors, woods, or river, normal time passage is always used.

Hunting & Foraging

If you are outdoors in a space containing woods or rough terrain, you may attempt to get a meal by hunting & foraging. ***Pick a number*** and add your *general* bonus. If the result is more than 7, you obtain one meal. In any case, you use 40 minutes of time.

MOVING AT NIGHT

If you wish to continue to move and adventure at night, you will have the following disadvantages:

1) The amount of time required for any outdoor activity is tripled (except for text passages involving fighting).
2) Treat all outdoor ***move on*** instructions as ***move on in a random direction***.
3) All of your bonuses are temporarily halved (round down).
4) Instead of healing *damage taken*, you take 1 point of damage for each hour of activity.

Until you "rest" (as decribed in the normal night rules), disadvantages #3 and #4 above will continue to apply. When you rest after having activity during the "night", your "time total" for the "next day" is restarted at:

your old time total - 900 (treat negative results as 0).

UNMODIFIED *PICKED* NUMBERS

In many situations, you are instructed to: ***Pick a number and add your xxxx bonus***. If you have a very large bonus, this can often result in automatic success in certain activities. To avoid this, use the following rule: whenever you ***pick a number*** and it is a "2", do not add any bonuses. That is, 2's are never modified and always give a 2 result.

EXPERIENCE POINTS

After certain text passages, you will see *Exp Pt: #*. This is the number of "Experience Points" you receive. Keep a running total of points in the space provided on your Character Record. You may only receive experience points for a given text passage once.

These points have no affect on the abilities of your character until you have successfully completed this adventure and wish to start another ***Tolkien Quest*** gamebook with the same character.

If you are using a ***Tolkien Quest*** system character, for every 150 experience points received you may assign an additional +1 bonus to any of the allowed skills (the limit of +3 for a skill bonus doesn't apply, see "Creating Your Own Character") **or** you may choose two more spells that you may cast **or** you may ***pick a number*** and increase your endurance by that amount.

If you are using ***MERP***, 150 experience points is equivalent to 5000 ***MERP*** experience points.

RACE

You may choose one of the Middle-earth races for your character with the following results:

Man: Increase your *General* bonus by 1.

Elf: When underground, decrease your *Perception* by 1 and your *Magical* bonus by 1. When outdoors, increase your *Perception* by 1 and your *Magical* bonus by 1. Ignore disadvantages #1, #2, and #3 under the "Moving at Night" rules.

Dwarf: When underground, increase your *Perception* bonus by 1 and your *General* bonus by 1. Decrease your *Running* bonus by 1. Ignore disadvantage #1 and #3 under the "Moving at Night" rules. Dwarves may not "learn" spells #7, #11, and #15.

Hobbit: Increase your *Trickery* bonus by 2. Decrease your *Melee OB* by 2. Ignore disadvantage #1 and #3 under the "Moving at Night" rules. Hobbits may not "learn" spells #3, #5, #7, #11, and #15.

CASTING SPELLS

For every "+1 bonus" that you do **not** assign to a skill during the character creation process, you may "learn" two of the spells described below. Once a spell is "learned", your character "knows" it and is able to cast it within the restrictions given.

If you want to cast a spell, ***pick a number*** and add your *Magical* bonus. If the result is more than 6, the spell has been successfully cast. (Refer to the spell description for the effects.) Otherwise, the spell does not have an effect. You must "know" a spell in order to cast it.

Each time you successfully cast a spell, your *damage taken* is increased by the number given in parentheses in the spell description. This reflects the strain of casting spells.

If involved in a fight, you may only attempt one spell each time a missile would normally be fired; spells are useless in melee.

Unless stated otherwise, the effects of a spell last for one action, one activity, or one fight.

Spell Descriptions

1) **Item Analysis** (3): When indicated by the text, you may cast this spell and "analyze" an item (follow the directions given in the text).
2) **Balance** (2): Increases your *General* bonus by +2 for one activity to be attempted at the current text location.
3) **Calm** (5): May only be cast against one animal or normal being at a time (Man, Elf, Dwarf, Hobbit, Orc, Troll, etc.). ***Pick a number*** and add your *Magical* bonus. If the result is more than 7, the foe is "calmed" and will not attack unless you attack him or attempt to steal from him. Otherwise, the encounter proceeds normally.
4) **Camouflage** (3): For the purposes of **one** action, this spell increases your *Trickery* bonus by +2.
5) **Charm Animal** (6): You may cast this spell against any hostile normal "animal" (bear, wolf, snake, etc.). The animal will follow you (record its OB, DB, and Endur-

ance) and will fight any foe you desire it to. After it has fought once (one "fight") for you, the animal will leave. You may only have one animal "charmed" at a time.

6) **Clairvoyance** (5): When given a **choice** of two or more text sections to read, you may read two of them and then proceed to whichever one you want.

7) **Fire Bolt** (6): This spell may be used during combat when you would normally make a missile attack. ***Pick a number*** twice and add the two results plus double your *Magical* bonus; this result is the amount of damage taken by your opponent.

8) **Healing** (0): Reduces the amount of time required to heal 3 points of damage from 60 minutes to 20 minutes. Using this spell and then resting for a "night" heals all damage.

9) **Luck** (5): When you cast this spell just after you have ***picked a number***, you may ignore the number picked and ***pick a number*** again.

10) **Protection from Magic** (4): When the text indicates that an opponent is casting a spell, you may cast this spell. The number picked to resolve the spell will be decreased by your *Magical* bonus.

11) **Shield** (4): If cast at the beginning of a fight, this spell will increase your *DB* by +2. It may not be used if a normal shield is being used.

12) **Speed** (3): This spell may be cast whenever you attempt to **Run Away** or **Run Past**. Your *Running* bonus is increased by +2 for such attempts.

13) **Strength** (6): When cast at the beginning of a fight, this spell doubles the damage you give with melee attacks for the remainder of the fight.

14) **Sustain Self** (2): When cast, this spell has the same effect as eating a meal.

15) **Telekinesis** (5): You may cast this spell when faced with an opponent who is unaware of you. Make a **Steal & Take** action (see Action Table), adding your *Magical* bonus rather than your *Trickery* bonus. If you are unsuccessful (a result of 8 or less), your opponent is aware of you and you must ***take an action***.

AN OPTIONAL COMBAT FORMULA

For people who prefer formulas to tables, the following formula approximates the Combat Table results. Using the formula results in slightly more damage than using the Table.

- If the ***number picked*** is "2", automatic no damage.
- If the ***number picked*** is "12", automatic "U" plus normal *damage taken*.

Damage taken by defender =

Number picked −4 + attacker's OB − defender's DB

- If *damage taken* is 9 or more = "U"
- If *damage taken* is 11 or more = "K"

USING *MERP* WITH THIS GAMEBOOK

Middle-earth Role Playing is ICE's fantasy role playing (FRP) system for J.R.R. Tolkien's world of Middle-earth. We do not have room in this gamebook to describe its contents. Instead we will give guidelines in this section on how to use this gamebook with a ***MERP*** character.

Since ***MERP*** is a completely general FRP system, be very flexible when using it with this gamebook. Just use the mechanisms provided by ***MERP*** and your own common sense, and most situations will be easily resolved. Below we provide guidelines for situations which will arise most often in these gamebooks.

Fighting

When the text indicates that you must fight, just use the normal ***MERP*** combat system, your character's ***MERP*** combat stats, and your opponent's ***MERP*** combat stats (as given in the ***MERP* Stats Table** found in the rear of this book).

Like normal ***Tolkien Quest*** fights, fights resolved using ***MERP*** normally end in one of 3 ways: you are defeated, your opponent is defeated, or you successfully run away.

Either you or your opponent is "defeated" when you are rendered unconscious, killed, or incapacitated.

You may *run away* by making a ***MERP*** "medium"

moving maneuver (add your appropriate Moving Maneuver Bonus) resulting in "100" or more. These results are cumulative from round to round; thus you might be able to run away over the course of several rounds. For example, a result of "60" on the first round and a "50" on the second round would mean that you successfully "run away" at the end of the second round).

Taking Damage

Often the text will instruct you to *increase your damage taken* by a certain amount. Here are some suggestions for translating that damage into ***MERP*** damage (***Pick a Number*** will be referred to as "2–12"):

Tolkien Quest Damage Taken	**MERP Damage**
A fixed number	The same number of ***MERP*** concussion hits
(2–12) once	A ***MERP*** "A" Critical Strike + 1-10 hits
(2–12) twice	A ***MERP*** "C" Critical Strike + 1-10 hits
(2–12) 3 times	A ***MERP*** "E" Critical Strike + 1-10 hits

The type of "Critical Strike" can be determined by the situation (e.g., for a fall, use "impact" criticals, for fire use "heat" criticals, etc.). When in doubt, use "unbalancing" criticals.

Magic Items

An item with a +1 bonus in ***Tolkien Quest*** should have a +5 bonus in ***MERP*** and vice versa.

Resistance Rolls

The ***Tolkien Quest*** system uses the *Magical* bonus to resolve situations that would require "Resistance Rolls" (RR's) in ***MERP***. When you encounter these situations, follow the ***MERP*** RR procedure, using the bonus appropriate for the situation (e.g., use the Poison RR bonus versus poisons). When in doubt (with regards to spells) assume that they are Essence spells.

If the RR involves an opponent or a trap, use the levels given in the ***MERP*** Stats Table as the attack level for the RR. Otherwise, use an attack level of 3.

If you fail an RR, follow the instructions indicated by the lowest of the ranges given. If you successfully resist, follow the instructions indicated by the highest of the ranges given.

If three ranges are given and you resist, use the highest range. If three ranges are given and you fail an initial RR, make a second RR. If you fail the second, use the lowest range. If you resist on the second RR, use the middle range.

Using Bonuses

During play you are often instructed to ***"pick a number and add your xxxx bonus"***, where *xxxx* is Running, General, Trickery, Perception, or Magical. Then you are given two or more possible places to ***"turn to"*** based upon the result.

When using ***MERP***, use these corresponding ***MERP*** "Skill Bonuses" instead of the bonus indicated:

Tolkien Quest Bonus	***MERP* Skill Bonus**
Running	Moving Maneuver based upon armor worn
General	Climb, Ride, Swim, or Track
Trickery	Ambush, Stalk/Hide, Pick Lock, or Disarm Trap
Perception	Perception, Leadership & Influence
Magical	Read Runes, Use Item, or Make a Resistance Roll

The circumstances of the text passage usually make the specific ***MERP*** bonus obvious (e.g., if the passage says you are attempting to "swim", you use the ***MERP*** Swim Skill Bonus). If it is not obvious, use the one that seems most appropriate.

When you use a ***MERP*** Skill Bonus, divide by 10 (round down). For example, a ***MERP*** Swim Skill Bonus of 36 used in this gamebook would be a +3 *General* bonus (in appropriate situations).

PROLOGUE

You wearily make camp in the barren wilderness. The night is warm, and you stare dreamily at the stars overhead, thinking about your quest. Many dusty leagues are behind you, and still the road stretches before you. You drift off to sleep slowly.

You dream of your mentor, Eldamar, calling you into his room. He greets you courteously and gestures for you to approach his desk. Before him lies an ancient, yellowed manuscript covered with a faded, flowing script.

"I found this in the archives this morning. It lay between the pages of an ancient history of Númenor. To the best of my knowledge, no man has laid eyes upon this manuscript for several centuries." You strain to make out the writing on the yellowed pages, but it is too faded for you to catch anything but an occasional word of Quenya. A crudely drawn, faded map lies nearby. Eldamar smiles at your eagerness.

"From what I can decipher, the manuscript is an account of the siege of Amon Sûl by the forces of the Witch-king of Angmar. It appears to have been written by someone who managed to survive the battle."

"One of the seeing-stones was lost at Amon Sûl," you add, proud of your knowledge. "They say that it was taken to Angmar."

"Well," says Eldamar, "that is only legend. This manuscript, however, says little of the Palantír. It speaks instead of something called the Staff of Truth, an heirloom of the Kings of ancient Arnor. The commander of the garrison knew that there was no hope against the forces of Angmar, and while he dared not touch the Palantír, he ordered the author of the manuscript to conceal the precious Staff of Truth in one of the many caves below Weathertop, then he fled to tell the men of Arnor where the Staff lay. Apparently he escaped and came to Arthedain where he recorded his tale. In the confusion of the fall of the Cardolan and the battles that followed, the scripture must have been lost. The Wise have long thought that the Staff was destroyed when Amon Sûl fell. The author

was cautious, perhaps fearing treachery, and is vague about the precise location of the Staff. The only clue to its whereabouts is a riddle in this passage."

Here Eldamar took up the faded page before him and read:

"During the night, we repelled three additional onslaughts of the Orcs and Men of Angmar. The tower still stood, but we knew in our hearts that we would soon be overwhelmed by the armies of the north. My captain called me before him. He bade me to take one of our greatest treasures, the Staff of Truth, and to conceal it in the caverns below Weathertop where a special place had been prepared. Few if any knew of those caves, and most of those were doomed to die in the battle. He gave me a crude map and ordered me to bring word of my quest to Arthedain.

I took the Staff and went down to the ancient caverns made by the Edain before they first crossed the mountains to the west. I found them full of dangers and pitfalls. Little did we know of the foul creatures that dwelt below our fair tower. I hid the Staff in the center of the deepest caverns and wrote this riddle to guide the right person to its whereabouts."

"Let him who seeks to recover the Staff beware,
For snares and traps lie everywhere,
The ceilings' legs stand two by two,
And in between them runs the blue."

The guardian will surrender the Staff only to the pure in heart. If you succeed you need no longer fear; the Staff will act as a guide and lead you to safety."

"The riddle is the only clue that we have about the location of the Staff of Truth," Eldamar concludes. "The Staff has many powers. It is an unerring guide in the wilderness and can only be carried without assistance by the pure of heart. The Staff is said to be six feet long and made of white wood, and its top is set with a deep blue sapphire. Someone must go to Weathertop, search for the Staff of Truth, and bring it to the King."

Eldamar looks directly at you when he says this. You have a feeling that he wants you to go. You are delighted by his

trust, but at the same time frightened at the thought of such a long and arduous journey.

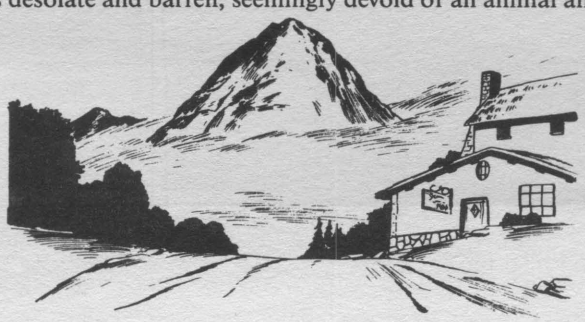
"I will provide you with maps and supplies for the journey; the healers will give you a pouch of herbs. Scribes will copy this map and clue and give you a map of Weathertop. The journey, although trying, should be quite safe."

You are comforted by Eldamar's words and feel the first stirrings of excitement. You will be the first person in almost two thousand years to see the caves beneath Weathertop, previously thought to be the merest shadow of a rumor. Of course Eldamar is correct: there is little danger on the road, where you will be as safe as on the streets of Minas Tirith.

You quickly ready yourself for the journey. Eldamar gives you food, some money and a map of the western lands. He also provides you with writing materials so that you can make a map of the caverns. The Healers give you a small pouch of herbs, cautioning you only to use them in the direst of emergencies.

The journey to Weathertop is long, tiring, and uneventful. Throughout the entire trip you contemplate the bizarre and mysterious clue that you have committed to memory, but you are no wiser. Still you think to yourself as you approach the ancient hill, you have plenty of time in which to search.

When you awaken from your dreams, it is a hot, sunny morning late in the summer. The countryside around you is desolate and barren, seemingly devoid of all animal and



human life. Weathertop lies just north of the Great East Road, and the thousand foot slopes seem steep and daunting. Tumbled rocks, long grass, and patches of brush and trees cover the sides. You can see no trace of a cave, and you realize uncomfortably that it might take weeks to find the entrance to caverns that have been concealed for centuries.

You have the following equipment: a backpack, 10 meals, 20 silver pieces, a dagger, and a pouch of herbs containing three doses of healing herbs (when used, pick a number and reduce your *damage taken* by that amount). You also start with one of the following pieces of equipment (your choice): leather armor, a shield, a sword, a mace, a spear, a warhammer, a quarterstaff, or a bow and 12 arrows. Record your equipment on your *character record*.

You may now begin your search for an entrance to the caverns of Weathertop in one of the following spaces on the map: 1D, 5A, 10G, or 15D. Read the text section for the space chosen and proceed from there.

Note: *Passages marked with a † are from* ***The Hobbit,*** *©1966 by J.R.R. Tolkien, and* ***The Lord of the Rings,*** *©1965 by J.R.R. Tolkien.*

LOCATION TEXT, OUTDOOR MAP

Read only the text for the location that you are in.

1A *Time: 10*

The ground is covered with patches of grass, rocks, and wildflowers. On the northern slope of Weathertop you can see a great green bank, the sole remains of the ancient Dúnedain road to the tower of Amon Sûl. A trail lies a short distance to the north. Nearby you see a small caravan and the short, stocky figures of Dwarves moving about. *If you approach them,* ***turn to 187; otherwise move on.***

1B *Time: 20*

The wilderness beside the road reveals nothing of interest (unless your hobby is botany). Wildflowers and blueberry bushes enliven the tumbled boulders. You see swallows circling above you and hear the cries of crows in the distance. Tales of the War of the Ring, where Crebain acted as spies, come to mind, and you are suddenly wary. ***Move on.***

1C *Time: 10*

The terrain is similar to the barren wilderness that surrounds most of Weathertop. Long grass hinders your passage, and emptiness surrounds you. Pausing in your search, you hear the faintest trickling of water. Thirsty and hot, you decide it might be wise to find the spring. *If you explore, **turn to 137;** otherwise, **move on.***

1D *Time: 15*

The land around you is an empty wilderness; not even a squirrel stirs to keep you company. The only sounds you hear are the soft breeze and your own footsteps. A small copse of birch lies to the northeast. Your explorations reveal nothing but a few sun-ripened blackberries, which you pause to pick. ***Pick a number; if 6-12 turn to 412; otherwise, move on.***

1E *Time: 20*

Low bushes and small rocks cover the area. The ground is dry and you find no sign of footprints. You stop to scan the road hoping to see some traveller, but you spy no one. Lonely, you continue your search. ***Move on.***

1F *Time: 25*

Low-growing thorny vines and shrubs hinder your passage and tear at your clothes. You hear a soft rustling and turn to see a blackbird break cover and fly away.

You stop to scan the sides of Weathertop, searching the one thousand foot high side for some sign of a cave, but you see nothing unusual: only grass, brush, small patches of trees, and piles of rocks. You begin to wonder what your chances of finding a cave are. ***Move on.***

1G *Time: 20*

A pile of large stone blocks, perhaps ruins of Amon Sûl, lies before you. Bushes and vines with long thorns partial-

ly obscure the rocks. Studying the stones, you begin to have the faintest idea of how beautiful Amon Sûl must have been long ago; many of the stones are still white, smooth, and beautifully shaped. Saddened, you continue your search. ***Move on.***

2A *Time: 15*

The ground is covered by a wide variety of flowers, enlivening the desolation, and making the area seem a bit more friendly. You begin to cheer up and stop to admire the wildflowers. ***Move on.***

2B *Time: 15*

A small stand of oak trees provides some welcome shade from the hot summer sun. The air is cool beneath the trees, and the carpeted ground is pleasant to walk on. You pause beneath the shade for a drink and a short rest. Refreshed, you continue your quest. ***Move on.***

2C *Time: 20*

The ground is covered by low scrub and tall grasses, which hinder your progress. You feel as if you are wading through a sea of grass and brush, isolated and adrift in miles of wilderness. ***Move on.***

2D *Time: 15*

A large pile of rocks looms before you, beside the bank of the Dúnedain road. Perhaps the blocks came from the ancient defenses of the road spiraling around Amon Sûl. ***If you explore, turn to 104; otherwise, move on.***

2E *Time: 20*

Briars tear at your clothes and scratch your legs, while gnats and mosquitoes move in for the kill. You are hot, tired, and irritable. You notice a small shady patch of forest to the southwest and are tempted to head for the cooler shade. ***Pick a number and add your Perception bonus; if 7-12, turn to 271; otherwise, move on.***

2F *Time: 10*

Vines and briars have been replaced by a large, flat rock worn smooth by time. It makes the perfect picnic spot. ***Pick a number and add your Perception bonus; if 6-12, turn to 325; otherwise, move on.***

2G *Time: 10*

A solitary larch offers some shade from the sun, and long grass covers the surrounding earth. A few wildflowers grow among the grass. You hear the scurrying of some startled animal a few feet away. ***Move on.***

3A *Time: 10 (5)*

The ground is covered by long grass and wildflowers. A hawk circles in the sky above, searching for prey. You look at the bulk of Weathertop, and try not to think of how long it might take you to find the cave. You notice some clear tracks running along a trail that goes to the northeast (4A). ***Move on.***

3B *Time: 25*

Preoccupied by some tracks, you pay little attention to your footing. ***Pick a number and add your Perception Bonus; if 2-8, you step in a hidden hole and twist your ankle. Increase your damage taken by 3; if 9 or more, your ankle is fine.***

More attention reveals that you are in the midst of a rabbit warren. ***Pick a number and add your General Bonus; if 2-5, turn to 278; if 6 or more, turn to 420.***

3C *Time: 10*

Long grass and wildflowers obscure the ground and conceal a few small rocks. To the east you can see the bank of the old road; you recall the past glories of the tower, and its sad fall. You wonder if it will really be you who brings the Staff of Truth to light after so many centuries of obscurity. ***Move on.***

3D *Time: 15*

Large square-shaped rocks and unformed boulders lie piled in a heap on the low slope of Weathertop. Some of the rocks look as if they could be from the ruins of Amon Sûl. They are overgrown with brambles and other thorny vines, which slow your search. ***If you explore, turn to 552; otherwise, move on.***

3E *Time: 20*

Small rocks and boulders lie strewn among the low growing bushes and vines. The bank of the old road rises beside you, the road is the easiest route to the summit (4D). The

side of the hill is steep, and your passage is difficult. ***Pick a number and add your Perception bonus; if 6-12, turn to 325; otherwise, move on.***

3F *Time: 15*

You enter a small wood of oak and maple, enjoying the cool shade. The ground is soft and springy, covered by dead leaves. The wind carries the sound of voices. You stop, scarcely daring to breathe. The sounds become clearer; two men converse in a strange language as horses whinny nearby. ***If you investigate the sounds, turn to 197; if you move away, turn to 129.***

3G *Time: 15*

The branches of the oaks and maples form a wonderful screen from the hot sun. As you stop to enjoy the shade, you hear voices and the jingling of a horse's harness. ***Pick a number and add your Perception bonus; if 6-12, turn to 271; otherwise, move on.***

4A *Time: 10 (5)*

Long grasses and wildflowers give way to a small patch of woods in the north and east. You hear the rustling of an animal, perhaps a rabbit or a squirrel, from the forest. The sight of the trees reassures you, making you feel less isolated. You notice some clear tracks running southwest (3A) and northeast (5B). ***Move on.***

4B *Time: 15*

The woods are quiet except for the soft rustling of the wind and the branches. Oak, ash, and maple trees surround you; their leaves make a pleasant carpet for you to walk on. As you wander through the trees, you notice that the ground begins to slope upwards; before you looms the rugged wall of the mountain. ***Move on.***

4C *Time: 15*

A stand of woods lies directly to the east. Small rocks and boulders lie tumbled among the long grasses and vines. You notice a slight ridge in the ground, perhaps the remains of an ancient road that once spiraled around the hill. You check the terrain against your map, but it shows only the old Dúnedain road. ***Move on.***

4D *Time: 20*

You are somewhat out of breath from trekking around on the slopes of Weathertop. You pause for a short drink in the hot sun, resting on a boulder. Stones and vines almost obscure an old spiral road that once led to the summit of Weathertop. You recall the ancient Edain, who may have dwelled upon the hill, using it as both a fortress and a temple. ***Move on.***

4E *Time: 15*

A small pile of rocks and block-like stones are piled on what was once an ancient spiral road. A small patch of trees stands directly to the east. Crebain — large, evil blackbirds — circle in the sky above you. ***Pick a number and add your Perception bonus; if 6-12, turn to 271; otherwise, move on.***

4F *Time: 15*

The forest is cool. Interlacing branches of oak and maple screen out the sun. ***Pick a number and add your Perception bonus; if 6-12, turn to 325; otherwise, move on.***

4G *Time: 20*

You are on the lower slopes of Weathertop. To the east, the ground gradually becomes level. Vines and brush cover the sides of the hill, forcing you to wade through a tangled sea of briars. The sun is hot and the air oppressive; you find yourself hoping for a summer shower to cool things off. ***Move on.***

5A *Time: 15*

Tumbled rocks are strewn among the long grass and wildflowers; the desolation of Eriador lies all around you. With longing eyes, you study the small stand of woods just to the east; the shade looks very inviting. ***Move on.***

5B *Time: 15 (10)*

You walk through the woods carefully to avoid slipping on the side of the hill. The ground is free of undergrowth, and the air smells pleasant. You walk through the trees slowly, happy to be out of the hot sun. You stop to watch two squirrels chase one another, pleased to see other living creatures. Through the trees, you can see the bulk of Weathertop rise to the northeast. You notice that the ground is covered with tracks made by many careless feet, forming a crude trail. The trail runs southwest (4A) and northwest (6A). ***Move on.***

5C *Time: 20*

You find that this side of Weathertop is steep, except for the ridge of the old road. A large pile of rocks, covered with vines, blocks your path. Gratefully you pause to rest and catch your breath and to enjoy the faint breeze. You survey the slopes dismally, trying to calculate how many weeks it might take you to find a cave. *If you explore, **turn to 152; otherwise, move on**.*

5D *Time: 20*

You pause in your search and realize that you are halfway up the slope of the hill. Small rocks and stones hidden in the long grass make the going difficult, and you frequently slip and fall. You climb up the ancient bank of the Dúnedain road, which though overgrown with weeds is still easier to walk up than the sides of the hill. The view of the landscape is splendid; you can see for miles, but the only living thing visible at the moment are a few Crebain circling lazily overhead. ***Move on**.*

5E *Time: 15*

You continue to walk among long grass and rocks. A pile of rubble lies to the north, and a small cliff covered with fallen rocks and vines rises to the northeast. Tired by your search, you turn to study the road, and a movement captures your eye. ***Turn to 465**.*

5F *Time: 15*

The slopes are covered by large clumps of vines and tumbled, broken rocks. The tangles could conceal any number of long lost caves. Your optimism begins to return, and you study the pile eagerly. *If you explore, **turn to 363; otherwise, move on**.*

5G *Time: 15*

The sides of the hill slope towards level ground in the east. You find a flat boulder free of vines and stop to rest. The sun is exceptionally hot, and the gnats persistent; you grow weary. As you drink from your waterskin, you moodily wonder if the endless desolation is beginning to take its toll on your mind and body. ***Move on**.*

6A *Time: 10 (5)*

Weathertop rises to the east, its slope covered with long grass and rocks. You walk along, waving at gnats and slapping at mosquitoes, debating whether or not to seek the shade of the small stands of trees to the southeast and northeast. Tracks cover the ground and form a trail that runs southeast (5B) and northeast (7B). ***Move on.***

6B *Time: 15*

You make your weary way among the long grass and rocks on the middle slopes of Weathertop. A grove of trees lies to the southwest. You find your mind wandering from your quest; you are sick of the hot sun, the gnats, and the endless grass, vines and rocks. You find yourself longing desperately for companionship if only for a moment, for anything to cheer you along your way. ***Move on.***

6C *Time: 10*

You are near the summit of Weathertop; you can see the remains of the old road very clearly, despite the obscuring grasses and rocks. The bank of the old Dúnedain road also looms ahead of you. The wind tears at your clothes, making you shiver. A few steps to the northeast will bring you directly to the summit, and perhaps closer to your goal. ***Move on.***

6D *Time: 10*

You are standing at the summit of Weathertop! A large pile of square blocks and stones lies before you, near the remains of the ancient Dúnedain road. You wonder if this structure is coincidence or evidence of some great intent. Perhaps the stones were strategically placed there to block an escape route or to close off an entry during the last battle? They straddle a large portion of the bank, concealing its sides. Who knows what else they might hide? *If you explore, **turn to 548;** otherwise, **move on.***

6E *Time: 20*

The top of the hill lies to the northwest. A steep slope is strewn with rocks that could only have come from the ruined towers. Overgrown with vines, a large pile of smooth rocks lies at the bottom of a small cliff face. *If you explore, **turn to 142**;* otherwise, ***move on.***

6F *Time: 20*

A cliff face and the summit lie directly to the west and northwest. The steep slopes are covered with rocks, grass, and brush. You scan the cliff face anxiously searching for some clue. In the distance, the sheer rock face is full of dark, mysterious nooks. ***Move on.***

6G *Time: 15*

The slopes of Weathertop level out to the east. The sides of the hill above you are covered with rocks, long grass, and small groves of trees. The quest for the caves looks to be more challenging than you expected. After all, you think to yourself, if no one else has found the cave mouth in thousands of years, how can I? But you must try. ***Move on.***

7A *Time: 15*

You are standing before the western slopes of Weathertop. The sides of the hill look depressingly high, and you cannot see the summit. The hill is covered with long grass and rocks, and you hear the distant cry of some bird. A copse of trees stands to the northeast, and another somewhat further to the southeast. ***Move on.***

7B *Time: 25 (10)*

This portion of the lower slopes is covered by brambles which tear your clothes and scratch your legs and arms as you reach out to pluck a few berries. A rabbit, startled by your presence, dashes off into the underbrush. Tracks cover the ground, forming a trail that runs southwest (6A) and northwest (8A). ***Move on.***

7C *Time: 20*

The slope becomes increasingly steep near the summit, flattening somewhat where it is intersected by the remains of an old road. Blocks of stone from the ruined tower and ancient defenses lie tumbled on the slopes. *If you explore,* ***turn to 336; otherwise, move on.***

7D *Time: 15*

You are standing at the edge of the southwestern summit of Weathertop, commanding a wonderful view of the surrounding countryside. You note that you seem to be the only living creature around for miles. In the distance you see the blue glimmer of the foothills of the Misty Moun-

tains, and the dark, ominous hills of the Trollshaws. The ruins of an ancient fortress lie to the northeast. All around you lie scattered stones that must have once been part of the great Tower. ***Turn to 465.***

7E *Time: 10*

The sides of the hill drop off sharply to the east; you can see the grey smudges of the Barrow-downs in the distance. The town of Bree is hidden by a line of hills running to the east. Even the Great East Road looks deserted; you see no indication of any other travellers. ***Move on.***

7F *Time: 15*

The steep slope levels off as it meets the curve of the old road. Blocks of stone lie in a tumbled heap amid the tall grass. You wander around morosely, depressed by the landscape. You idly kick one of the blocks. The only thing you see is a scurrying lizard. ***If you explore, turn to 180; otherwise, move on.***

7G *Time: 20*

Rocks, brush, and vines lie tangled in heaps, tripping you and hindering your passage. The slopes are very steep, and you are forced to move slowly for fear of twisting an ankle. Your clothing is ripped and torn by long, sharp thorns and you are bleeding from several small scratches. ***Move on.***

8A *Time: 10 (5)*

You are on the lower western slopes of Weathertop. A grove of trees lies directly to the east. A cool breeze brings the song of a blackbird and the faint scent of wildflowers. A crude trail runs southeast (7B) and northwest (9A). ***Move on.***

8B *Time: 20*

The trees provide wonderful shade from the hot summer sun, shutting out the hot rays almost completely. The slopes of the hill are very steep, and you slip and slide along, tripping occasionally over exposed tree roots. ***Move on.***

8C *Time: 15*

You stand at the edge of the western summit of Weathertop, and see miles of empty, hilly countryside, and in the distance, a glimmer of the Misty Mountains. The ancient

ruins of the tower of Amon Sûl lie directly to the east. ***Move on.***

8D *Time: 15*

The broken and tumbled ruins of Amon Sûl lie all around you. The western hills are covered with a soft haze; you can barely make out the tough knuckles of land known as the Barrow-downs. You pull out your map, searching for some clue or hint, and begin to study the ancient ruins. It is still possible to make out the old foundations of the fortress and tower. The stone blocks are smooth and regular, but many are broken and lie scattered upon the ground. You are overcome by a sense of desperation. *If you explore, **turn to 517; otherwise, move on.***

8E *Time: 20*

The steep slope is covered with long grass and broken rocks from the tower. You stop frequently, studying the slopes for any sign of a cave but see nothing. A small patch of woods lies directly to the northeast. ***Move on.***

8F *Time: 20*

The slopes of Weathertop continue their steep ascent, and you stop to rest on the remains of the ancient road. A small, shady patch of woods stands to the northwest. ***Move on.***

8G *Time: 15*

The lower slope of the hill is covered with brush, vines, and rocks. All around you can see similarly desolate countryside. You find yourself wishing for a cool breeze and a stream to wade in. ***Move on.***

9A *Time: 10 (5)*

The earth is covered with long grass and wildflowers which have been trampled in places, forming a trail of sorts. The trail runs southeast (8A) and northeast (10A). ***Move on.***

9B *Time: 20*

The slopes are covered with a large pile of broken rocks and tangled vines. The hill is steep and you frequently slip on loose gravel, scraping your knees and hands badly. The cries of the Crebain above you seem to mock you, making light of your efforts. *If you explore, **turn to 113; otherwise, move on.***

9C *Time: 20*

You find yourself wading through a sea of long grass, tangled vines, and rocks. The heat, the gnats, and the terrain are beginning to tire you. Your steps become slower. *If you explore, **turn to 113; otherwise, move on.***

9D *Time: 15*

The summit of Weathertop commands not only a beautiful view of the countryside, but invites a cool breeze as well. You sit down gratefully on an ancient block and relax for a few minutes. You thoughtfully study the ruins of the once proud tower, casting an eye over the ruins and searching for a clue. *If you explore, **turn to 392; otherwise, move on.***

9E *Time: 15*

You stand at the edge of the summit. Directly to the east and on the lower slopes stands a small patch of oak and beech trees. The ruins of the tower are all around you, recalling the glories of the Kingdom of Arnor. You contemplate the ruin sadly, tracing the ancient foundations in your mind's eye, looking for a cellar entrance. *If you explore, **turn to 535; otherwise, move on.***

9F *Time: 15*

The forest is dim and cool. Beech maple, and oak provide welcome shade. You hear the soft trickling of water and discover a small spring. You realize that this grove would make an excellent campsite. ***Pick a number; if 2-7 turn to 178; otherwise, move on.***

9G *Time: 15*

This section of the lower slopes is covered with scattered rocks and boulders which are overgrown with brush and vines, often obscuring the ground. The only sounds are those of the wind and your footsteps. Weathertop raises its stern face before you, tantalizing you to unlock its secret. ***Pick a number; if 2-7 turn to 178; otherwise, move on.***

10A *Time: 10 (5)*

The ground is covered with long grass, wildflowers and brush. A wide swath of the ground has been carelessly trampled, and flowers lie brutally crushed. It looks as if a large party of careless people rushed through here recent-

ly. Trails lead to the southwest (9A), northeast (11B), northwest (11A), and east (10B). *If you explore, **turn to 113; otherwise, move on**.*

10B *Time: 20*

This area of Weathertop is completely covered by large heaps of boulders, rock, gravel, brush and vines. You are in constant danger of slipping on loose rocks and gravel and scrape your knee once or twice. *If you explore, **turn to 233; otherwise, move on**.*

10C *Time: 20*

The steep slopes are covered with rocks, many of them from the ruined tower. Thorny vines tear at your clothes and scratch your ankles, threatening to trip you. You step back in surprise as a snake slithers into the undergrowth. *If you explore, **turn to 113; otherwise, move on**.*

10D *Time: 10*

You are standing at the northern edge of the summit of Weathertop. On the slopes below, you can see a small grove of trees. *If you explore, **turn to 237; otherwise, move on**.*

10E *Time: 10*

The remains of the old road are clearly visible on the contours of the slope. A few rocks lie scattered among the long grass and wildflowers, and a patch of woods stands to the southeast. A soft breeze ruffles your clothes and refreshes you. ***Move on**.*

10F *Time: 20*

Long grass and wildflowers meet a grove of trees to the south. The forest is pleasant and shady, a wonderful relief from the hot sun. Somewhere to the north you hear the trickling sound of running water, making you suddenly very thirsty. You stop briefly for a drink and to refill your waterskin. ***Pick a number; if 2-7 turn to 178; otherwise, move on**.*

10G *Time: 10*

This portion of the lower slopes is gentle and levels off gradually. The ground is covered with long grass and flowers; a small stand of beech and oak rises to the south. ***Move on**.*

11A *Time: 10 (5)*

The faces of Weathertop rise before you, looking larger than ever. The slopes are covered with rocks, long grass, brush and vines. As you study the hill, you can see the faint ridges of an ancient road, partially obscured in places. A trail runs southeast (10A) and east (11B). ***Move on.***

11B *Time: 10 (5)*

The lower part of the slope is covered with long grass and rocks, with an occasional patch of brush. A small wood lies a short distance away to the east; the air is hot and humid. Crebain circle above you, the air full of their harsh cries. Several trails intersect in this area and run to the southeast (10B), southwest (10A), west (11A), and northwest (12A). *If you explore, **turn to 113; otherwise, move on.***

11C *Time: 20*

You continue to wade through a sea of grass and brush, tripping over an occasional rock hidden by the grass. A group of rocks and boulders lies heaped to the east. Curious, you move closer, searching for some clue, but see nothing out of the ordinary. *If you explore, **turn to 113; otherwise, move on.***

11D *Time: 20*

The light beneath the trees is dim, and the air is cooler. Exposed rocks and boulders lie piled between the trees. The woods nearby look ancient and somehow mysterious; rocks, boulders, and broken stone blocks are heaped in tantalizing piles. *If you explore, **turn to 255; otherwise, move on.***

11E *Time: 15*

Piles of broken rocks and boulders are scattered on the steep slopes. You realize with dismay that any one of them is large enough to conceal a cave entrance. You should have asked for Eldamar to provide you with several men to help move the heavy rocks and boulders, you now think ruefully. You wonder how many caves you simply cannot find. *If you explore, **turn to 201; otherwise, move on.***

11F *Time: 20*

Long grass and brush covers the steep slope, slowing your search. A small patch of forest lies to the south. You step

in some animal burrow, twisting your ankle. Nursing your injury, you limp on. ***Move on.***

11G *Time: 10*

The lower slope of Weathertop is covered with long grass and weeds. You are reassured by the surrounding terrain — it could not possibly conceal a cave. Your search narrows. ***Move on.***

12A *Time: 5 (5)*

The ground is relatively level and is covered with long grass and wildflowers. Weathertop raises its huge bulk to the east; its sides looking dishearteningly steep. You see a small trail in the area, running southeast (11B) and northwest (13A). ***Move on.***

12B *Time: 15*

You slip among the loose gravel on the lower slopes. An interesting, almost sculpted group of rocks and boulders stands to the southeast. *If you explore,* ***turn to 492;*** *otherwise,* ***move on.***

12C *Time: 10*

You are standing at the edge of a leafy, shady forest to the south. The sun is very hot, and you are beginning to find the sight of the long dry grass oppressive. ***Move on.***

12D *Time: 15*

The vista of long grass and wildflowers is enlivened only by some thorny patches of brush, vines, and some scattered boulders. A small copse of trees lies to the southwest. *If you explore,* ***turn to 137;*** *otherwise,* ***move on.***

12E *Time: 20*

The slopes are heaped with a large pile of exposed rocks and tumbled boulders. You climb among the rocks, startling a basking grasshopper. You pause frequently to admire the view, trying to imagine what the peak was like thousands of years ago, when people worshipped and watched from the peak. *If you explore,* ***turn to 363;*** *otherwise,* ***move on.***

12F *Time: 10*

The slope of the hill gradually levels off. Nothing here but rocks and wind. ***Move on.***

12G *Time: 10*

The eastern slope of Weathertop looms above you, like the hot sun. The heat is oppressive. You scan the sides of the hill, searching for a cave entrance. Although you see several promising piles of rocks and boulders, and note clumps of trees and brush, you can find no sign of the caves. ***Move on.***

13A *Time: 10 (5)*

Weathertop lies to the southeast; a clump of trees stands directly to the east. The ground is covered by long dry grass and vines that do their best to trip you. You notice a small trail running southeast (12A). ***Move on.***

13B *Time: 10*

The forest is primarily composed of oak and maple trees, which offer welcome relief from the heat. You sit between the roots of an ancient tree gazing at the sky through the interlacing branches. A cool breeze hits your face. ***Pick a number; if 7-12 turn to 474; otherwise, move on.***

13C *Time: 15*

You are standing on the western slopes of Weathertop. The sides of the hill are steep; you are forced to move slowly. The terrain soon has you thoroughly tired and ready for a short rest. ***Move on.***

13D *Time: 20*

You find yourself wading through clumps of vines and brush. You are hot and sweating; the gnats move in for the kill. You bat them away with an irritated hand. ***Pick a number and add your Perception Bonus; if 6-12 turn to 412; otherwise, move on.***

13E *Time: 20*

You almost twist your ankle several times, tripping on hidden rocks. Although the sides of the hill are steep, you can see no sign of a cave. ***Move on.***

13F *Time: 10*

The ground is covered with grass and wildflowers. You turn and study the slopes; they look both high and steep, and ready to challenge your most determined efforts. ***Move on.***

13G *Time: 10*

You are tired and hungry from your search. ***Pick a number; if 8-12 turn to 462; otherwise, move on.***

14A *Time: 5*

A small copse of trees lies to the southeast, their branches rustling in the breeze. ***Pick a number; if 9-12 turn to 474; otherwise, move on.***

14B *Time: 10*

Rubble from the ruined tower lies piled in a heap before you, a reminder of the ancient glories of Arnor. A small grove of trees lies to the southwest, an oasis in the desolate wilderness. ***Pick a number; if 8-12 turn to 474; otherwise, move on.***

14C *Time: 10*

You are standing on the northern slopes of Weathertop. When you scan the sides of the hill, you can see no sign of any sort of cave. ***Move on.***

14D *Time: 10*

Rubble and exposed rocks are scattered on this section of the northern slopes. You see two short, squat figures in the distance to the east. When you wave at them, they turn and run off. ***If you pursue the figures, turn to 188; otherwise, move on.***

14E *Time: 5*

The slope of the hill gradually levels out at this point. Long grass, wildflowers, and rocks cover the ground. ***Move on.***

14F *Time: 10*

More rocks and boulders are piled in a large heap. You hear the rustling of a startled bird or rabbit but see no signs of the caverns. ***Pick a number; if 7-12 turn to 462; otherwise, move on.***

14G *Time: 10*

All around you, the countryside seems desolate and barren in spite of the warm summer sunshine. Long grass and vines cover the ground. ***Pick a number; if 9-12 turn to 462; otherwise, move on.***

15A *Time: 5*

Your eyes comb the surrounding countryside and the slopes of Weathertop. You see no life anywhere except for some birds circling in the sky. ***Pick a number; if 10-12 turn to 474; otherwise, move on.***

15B *Time: 10*

Long grass and weeds surround you. Black crows circle in the sky, the air full of their harsh cries. ***Pick a number; if 10-12 turn to 474; otherwise, move on.***

15C *Time: 10*

The land around you is bleak and empty, the hot sun oppressive. The northern slopes of Weathertop are covered with long grass, brush, rubble, and small patches of trees. You can see no sign of a cave. ***Move on.***

15D *Time: 10*

You are standing at the base of the northern slopes of Weathertop. The sides of the hill are steep; blocks of rubble from the old tower lie heaped upon the slopes. You realize with a sinking heart that your search could take weeks. After all, who knows how many others have undertaken such a mission — and failed? ***Move on.***

15E *Time: 10*

You find yourself wading through a sea of dry grass and weeds in the hot sun. The ever present Crebain circle in the air above you. ***Move on.***

15F *Time: 10*

You trip over low, thorny vines growing among the grass. Angry, you rise to your feet. ***Move on.***

15G *Time: 10*

Dry grass and weeds cover the rocky earth. The land around you seems almost empty of all life. ***Pick a number; if 9-12 turn to 462; otherwise, move on.***

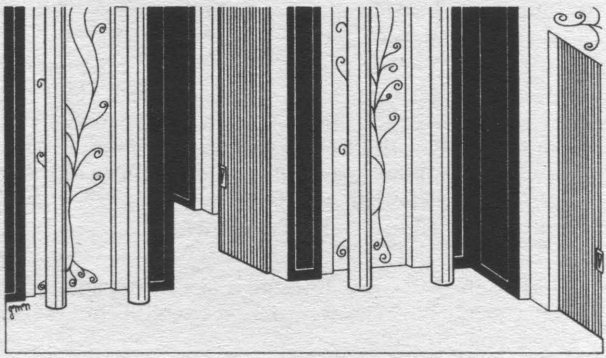
LOCATION TEXT, INDOOR MAP

30A *Time: 10*

You are standing in a rectangular room lined with eight columns and four doors. When you try to open the doors leading to 30B and 33A, you find that they are jammed. The walls are covered with beautiful, intricate swirling patterns, and the marble columns are spiral-shaped. The walkway outside and the room itself match your map ex-

actly. You have finally reached the ages-old hiding place of the Staff of Truth!

- *If you return to the landing outside, turn to 443.*
- *If the amount of time that has passed since you began this adventure is more than 7 days, turn to 394.*
- *Otherwise, turn to 368.*



30B *Time: 15*

You are in a long, narrow corridor; the walls are covered with wonderful patterns. The passage is dark and stuffy, and the air close. The corridor makes a ninety degree turn and has doors at either end (to spaces 30A and 30C). The door to space 30A is completely jammed and cannot be opened. ***Move on.***

30C *Time: 10*

You are standing in a square chamber with eight perfectly smooth columns. A thick layer of dust covers everything, making you sneeze. Four doors open from the room. ***Move on.***

30D *Time: 5*

You are standing on a bridge that leads from the stone structure across an underground river that serves as a moat. On the other side of the bridge, the exit tunnel is collapsed and filled with tons of boulders. ***Move on.***

31A *Time: 10*

You are in a hallway with two rooms opening from it on opposite sides and doors at either end. The stonework on the walls is smooth and beautiful but holds no clue to the location of the Staff. ***Pick a number and add your Perception bonus: if 2-6, turn to 433; if 7-12, turn to 282.***

31B *Time: 5*

The room is filled with a soft light. Three trees grow in a row in the center; the walls are covered with spiral carvings. *If you explore,* ***turn to 440; otherwise, move on.***

31C *Time: 10*

A featureless corridor bends at a ninety degree angle and opens into a small room fill with seven spiral columns. Everything is unusually clean and orderly; it looks as if the Edain might return at anytime. *If you explore,* ***turn to 161; otherwise, Move on.***

32A *Time: 5*

The room is filled with a soft light. Three trees grow in a row in the center; elaborate spiral carvings adorn the walls. *If you explore,* ***turn to 150; otherwise, move on.***

32B *Time: 15*

You are in a large circular room. Thirteen columns hold up the ceiling. A small pool filled with clear water rests at the center. The bottom of the pool is lined with beautiful white stones. The walls are covered with intricate, curved designs; four doors neatly divide the walls into quarters. *If you explore,* ***turn to 401; otherwise, move on.***

32C *Time: 10*

A featureless corridor bends at a ninety degree angle and opens into a small room filled with seven spiral columns. You cannot find even a trace of dust anywhere. At the rear of the room, a small door opens onto a tiny cubbyhole containing a well; you can hear the sound of rapidly moving water coming from the bottom. You shine light from your gem down the shaft, but catch only the faintest glimmer of the water. *If you climb down and explore the well,* ***turn to 487; otherwise, move on.***

33A *Time: 15*

You are in a long, narrow corridor; the walls are also

covered with wonderful patterns. Dark and stuffy, its air oppressive, the passage makes a ninety degree turn and has doors at either end (to spaces 30A and 33B). The door to space 30A is completely jammed; you cannot open it. ***Move on.***

33B *Time: 10*

You are standing in a square chamber with eight perfectly smooth columns. A thick layer of dust has settled over everything, making you sneeze. Four doors open from the room. ***Move on.***

33C *Time: 5*

You are in a short corridor of stone, with a door at either end. ***Move on.***

33D *Time: 5*

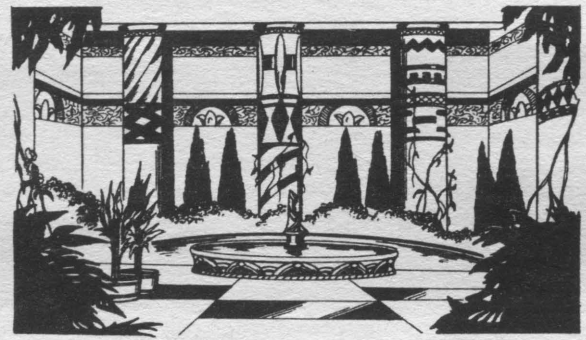
You are standing on a bridge that crosses over an underground river that serves as a moat. On the other side of the bridge, a collapsed exit tunnel has filled with tons of boulders. ***Move on.***

34A *Time: 5*

The smooth stone bridge spans an open area bisected by a small stream. You pause to examine the stonework; it is thousands of years old, but still in perfect condition. *If you climb down and explore the stream and open area,* ***turn to 241;*** *otherwise,* ***Move on.***

34B *Time: 20*

The doors open soundlessly. You are in a huge chamber



with nine massive columns illuminated by a beautiful clear light. The first thing you see are several trees, lush with foliage, growing in the light. ***Turn to 247.***

34C *Time: 5*

You are in a short corridor of stone, with a door at either end. ***Move on.***

35A *Time: 15*

You are in a long, narrow corridor; the walls are covered with wonderful, intricate patterns. The passage is dark and cool, and the air thick with musty odors. The passage makes a ninety degree turn and has doors at either end (to spaces 30C and 35B). ***Move on.***

35B *Time: 10*

Everything in the room is covered with a thick layer of dust, which rises in clouds as you move, making you choke and cough. Eight columns line the walls and four doors lead from the room. ***Pick a number and add your Perception bonus (also add 5 if you have been to this room before):***

- ***If 2-9, turn to 395.***
- ***If 10-12, turn to 431.***

35C *Time: 5*

You stand on a bridge over an underground river that serves as a moat. On the other side of the bridge, an exit tunnel has collasped and is blocked by tons of boulders. ***Move on.***

35D *Time: 10*

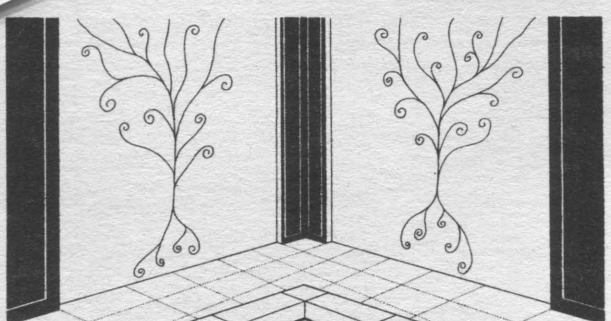
You are in a short corridor lined with stones that were once white, but are now covered with centuries of greying grime. Your passage leaves footprints on the dust in the floor. Two rooms open off of the corridor on opposite sides; doors stand at either end. ***If you explore, turn to 313; otherwise, move on.***

36A *Time: 5*

You are in a short corridor of stone, with a door at either end. ***Move on.***

36B *Time: 10*

You are in a smooth, featureless chamber, containing a small square pool. The chamber looks as if no one has stepped into it for thousands of years. The water looks unusual-



ly clear and bright; you wonder if it is enchanted. *If you explore,* ***turn to 312;*** *otherwise,* ***move on.***

36C *Time: 10*

You are in a short corridor which bends at a right angle and opens into a small room filled with seven columns. Intricate patterns cover the floor. *If you explore,* ***turn to 275;*** *otherwise,* ***move on.***

36D *Time: 5*

A short corridor opens into a small, square room. Three little shrubs with dark green leaves and silver berries grow in the center of the room. You study the walls and floor, but the carvings are hidden under a thick layer of dirt and grime. *If you explore,* ***turn to 468;*** *otherwise,* ***move on.***

37A *Time: 15*

You are in a room bisected by a narrow stream which flows directly through into the pool at the center of the room. Twelve spiral columns surround the pool; beautiful carvings cover the wall. *If you explore,* ***turn to 300;*** *otherwise,* ***move on.***

37B *Time: 10*

You are in a small, square chamber. A small square of stones in the center apparently marks the location of an ancient pool, but the water vanished long ago. *If you explore,* ***turn to 454;*** *otherwise,* ***move on.***

37C *Time: 10*

The walls of the room are covered with beautiful carvings that exercise a magnetic attraction. Even the seven columns are closely covered with intricate patterns. Fascinated, you pause in your search, trying to decipher the designs. *If you explore, **turn to 370**; otherwise, **move on**.*

37D *Time: 5*

Your feet disturb the centuries of dust covering the floor of the small chamber. In the dim light of your torch, you see three small shrubs, each with silver green leaves and berries that look black in the light. *If you explore, **turn to 106**; otherwise, **move on**.*

38A *Time: 15*

You are in a long, narrow corridor; the walls are also covered with wonderful patterns. The dark, stuffy passage makes a ninety degree turn and has doors at either end (to spaces 33B and 35B). ***Move on**.*

ENCOUNTER TEXT

100 *Time: 10*

You are unconscious. ***Pick a number**:*

- *If 2-7, **you are killed and your quest is over.***
- *If 8-12, **turn to 347**.*

101 *Time: 10 Exp Pt: 2*

You drop to the floor and wait. The bats grow calm and fly away, bored with the sport. You resolve to be more careful about the alcoves you peer into in the future.

- *If you go down the stairs, **turn to 123**.*
- *If you go up the stairs, **turn to 414**.*

102 *Time: 5*

The Wight stands directly in front of you. *You are surprised and must fight. **Turn to 230**.*

103 *Time: 10*

Bruised and shaken, you are at the bottom of the pit. High above, you can see the Hobbit in the faint glimmer of the torchlight. He lowers a rope to you. "I've secured it," he calls out to you. ***Turn to 405**.*

104 *Time: 80*

You clamber up among the rocks, slipping on loose stones, and scratching your hand on brambles. You spend more than an hour searching for traces of a cave but find nothing. ***Move on.***

105 *Time: 30 Exp Pt: 2*

Back on the bridge, you find Ham waiting with a concerned look on his face, "That looked really dangerous. I'm glad I didn't have to do it." ***Move on.***

106 *Time: 10*

You reach out and break off a small branch of the tree. To your horror, the leaves immediately turn brown and the berries become a dark purple. The rest of the tree, you note to your relief, seems unaffected. You hesitantly sniff at the berries, but they have no scent.

- *If you eat one of the berries,* ***turn to 258.***
- *If you examine them further,* ***pick a number*** *and add your Perception bonus:*
  - *If 2-5,* ***turn to 211.***
  - *If 6-12,* ***turn to 402.***
- *Otherwise,* ***move on.***

107 *Time: 5 Exp Pt: 12*

You have managed to kill the Orc, but you hear the angry sounds of his brethren approaching fast. You have little hope of escaping; you are lost! ***Turn to 207.***

108 *Time: 10 Exp Pt: 5*

As you examine the stone you realize that the work is new, and due to its crude quality probably done by the Orcs. For some reason they have blocked off a section of the passages. Perhaps something that the Orcs fear lies behind the wall; perhaps additional caverns containing the Staff of Truth stand behind the stonework!

- *If you are alone,* ***turn to 216.***
- *If you are not alone,* ***turn to 270.***

109 *Time: 5*

You feel something slimy and strong close around your leg and begin pulling you under. You try to slash at the creature, but after a while more tentacles wrap themselves tightly

around your arms and legs and drag you below the water. You are the victim of a Kraken. ***Your quest is over.***

110 *Time: 5*

Cautiously, you peer into the darkness. You can dimly discern a set of ancient stone steps, descending into the depths of the hill. The stones are crumbling, damp and worn. Perhaps no one has been here since the fall of Amon Sûl. All around you, you hear only silence. You pull out your map, but see no stairs marked upon it.

The staircase draws you. The steps, though treacherous, clearly lead down, and you try to remember a mysterious clue in the manuscript. ***Turn to 323.***

111 *Time: 5*

You and Ham scramble out onto the landing, shaking, wet and exhausted. ***Turn to 340.***

112 *Time: 20*

Slowly and carefully you descend using the rings. The centuries, you notice, have not diminished their strength; they seem as firm as the day they were built. The Hobbit follows you more slowly, pausing several times, obviously afraid of falling. You call words of encouragement to him, and he manages to gather his courage to complete the descent. ***Turn to 359.***

113 *Time: 30*

You notice that the brush has been carelessly trampled in many places. Someone or something has traveled through this area repeatedly — and recently! ***Pick a number and add your Perception bonus:***

- ***If 2-7, move on.***
- ***If 8-12, turn to 354.***

114 *Time: 5 Exp Pt: 2*

You hold out your hand and the Staff gently floats over to you, landing softly in your palm. It feels intensely alive. You hear a voice in your mind, "Your quest is over. You have succeeded beyond your wildest dreams. Do you want me to transport you to the surface right now?"

- ***If you say "yes", turn to 181.***
- ***Otherwise, turn to 527.***

115 *Time: 5 Exp Pt: 1*

The needle is poisoned. ***Pick a number*** *and increase your damage taken by three times that amount.* ***Turn to 375.***

116 *Time: 10*

You run through the long grass, trying not to trip over vines, dodging around boulders, and scaling low, rocky rises. The two men pursue you, shouting. Your flight is slowed by the long grass and the treacherous vines, which constantly threaten to trip you. You notice that the men are closing on you, and when you put out an extra burst of speed, you slip on a patch of gravel. Before you can recover the two men are upon you, their weapons drawn. *You are surprised and must fight the Haradrim.* ***Turn to 542.***

117 *Time: 20 Exp Pt: 2*

You tell them about your quest, realizing that Dwarves know quite a bit about caves. They seem interested, and one of the Dwarves takes your map and studies it, stroking his beard. Then he looks at the hill.

"There are rumors of some sort about the caves, though we usually don't go in much for Mannish tales." ***Pick a number:***

- ***If 2-6, turn to 459.***
- ***If 7-12, turn to 295.***

118 *Time: 10*

The corridor continues straight for some distance until it intersects with a large cavern. ***Turn to 293.***

119 *Time: 245 Exp Pt: 2*

When the water touches your lips, you fall into a deep and dreamless sleep. When you awaken several hours have passed. Ham looks pale and frightened. "I couldn't wake you," he says. *Decrease your damage taken by 8.* ***Move on.***

120 *Time: 5*

The Hobbit says, "I'm not going to climb around on that haunted hillside. I'll hide inside until you get help from Bree, or come back." He then disappears back into the cavern entrance. ***Move on.***

121 *Time: 5 Exp Pt: 3*

Your ruse almost works. You clear the chasm in a beautiful leap, only to be followed by the Troll, who also manages

to make it with little trouble. You frantically try to evade him but know you have no choice: you will have to fight the Troll. ***Turn to 242.***

122 *Time: 10*

You climb up the shaft quickly and nimbly in spite of the cold, and are soon at the top. ***Move on.***

123 *Time: 10*

You are standing on an ancient stone stairway, with steps leading up (west) and down (east). A narrow passage runs off to the south.

- *If you go down the stairs,* ***turn to 288.***
- *If you go up the stairs,* ***turn to 323.***
- *If you go south,* ***turn to 518.***

124 *Time: 15*

The icy water gradually saps your strength, and it becomes more and more impossible for you to swim another stroke. As you slip into unconsciousness, you realize that ***your quest is over.***

125 *Time: 10 Exp Pt: 15*

Your blows sting the bear. Startled by your fierce attack, the bear abandons his supper plans and lumbers off in search of easier prey. ***Move on.***

126 *Time: 10 Exp Pt: 2*

Studying the pile, you see that you could easily remove the vines and brush that conceal the entrance. With some care, you could even avoid making noise.

- *If you carefully and quietly move through the entrance,* ***turn to 538.***
- *If you boldly and quickly march through the entrance,* ***turn to 224.***
- *Otherwise,* ***move on.***

127 *Time: 10*

With a last desperate effort, you manage to hoist yourself up just as the Orcs round the corner. You lie motionless in the darkness, too frightened even to breathe. The Orcs search the passage thoroughly, but never look into the alcove. After awhile they give up, and move to another section of the caverns to continue their search.

"Wait," whispers the voice. "They could come back any moment. We shall have to wait a few hours for things to quiet down." He silences your words of thanks, and you settle down in the darkness to wait, wondering who your unseen helper is. ***Turn to 500.***

128 *Time: 10*

Relieved, you decide that the cavern is a good place to rest. You have a drink; Hamwich is hungry again. Shrugging off your pack, you sit down to have a snack. Suddenly, Hamwich yells. You turn and see a large black spider climbing out of the pit, also interested in a bit of lunch — you and Ham! You watch in horrified fascination as it scuttles towards you, realizing that it is faster than you. ***Turn to 257.***

129 *Time: 10*

You decide to retreat a few steps to reconsider the situation; you had not expected to find such strangers camped on Weathertop. ***Pick a number** and add your Running Bonus:*

- *If 2-5, **turn to 447.***
- *If 6-12, **turn to 260.***

130 *Time: 90 Exp Pt: 5*

When you awaken, the Skeleton lies in pieces, defeated by your doughty companion. You shakily get to your feet and continue. You may take the Skeleton's mace and shield if you wish. *Your damage taken is one less than your endurance. **Turn to 528.***

131 *Time: 5*

You turn just as one of the men is raising a club. You must fight the two Haradrim! *You are surprised; **turn to 542.***

132 *Time: 30*

You notice faint tracks on the ground surrounding the pile of rocks; you follow them for a few feet, but soon lose the trail. Your search of the rocks is fruitless as well. ***Move on.***

133 *Time: 5*

You feel a protrusion on the bottom of the streambed and pull up an old rusty, worthless sword that must have been there for hundreds of years. ***Turn to 300.***

134 *Time: 10 Exp Pt: 1*

Ham points out a slender wire leading to the walls. He

disconnects it deftly, pointing to holes in the wall that contain crossbows. You study the holes; the crossbows are of Dúnedain make, placed there to protect the ancient Edain holy place. ***Turn to 484.***

135 *Time: 10*

You shiver, for the air is damp and cool. You are in a cavern with a stairway leading up (west) and a passage leading east.

- *If you go up the stairs,* ***turn to 123.***
- *If you go east,* ***turn to 441.***

136 *Time: 5 Exp Pt: 5*

You start to fight, but before you get in more than a few blows the Orcs overwhelm you with sheer numbers. ***Pick a number and add your General bonus:***

- *If 2-7, you are knocked out;* ***turn to 347.***
- *If 8-12, you break away from the fray;* ***turn to 305.***

137 *Time: 30*

The ground is dry and dusty, and you quench your thirst at a small spring, stopping to refill your waterskin. The sun is unusually bright and hot, the water refreshing. You notice the blackened remains of a campfire, perhaps from a group of travellers with aims similar to yours. You continue to explore but find no tracks. ***Move on.***

138 *Time: 255*

You stumble in your anxiety to escape. You get to your feet just as the gates rumble into place over the doorways. Your horror turns to relief as you see that Ham has managed to escape.

"Don't worry," he comforts you. "There's bound to be some sort of lever to raise the gates." The Hobbit begins to search the passageway, and you resign yourself to a long wait. After several hours, Ham discovers the lever behind a panel in one of the doorways (35D). With a mighty effort, he manages to force one of the levers up enough for you to slip under the gate. Together, you manage to raise the gates most of the way. You note the position of the protruding tile carefully, so that you can avoid it in the future. *Ignore the trap if you reenter space 35B in the future.* ***Move on.***

139 *Time: 5*

One of your captors rises and comes towards you with a drawn dagger. As he bends over you and raises the dagger, he says the last words you will ever hear, "We have decided that you are too dangerous to have around." You are killed, ***your quest is over.***

140 *Time: 20*

You quickly light a torch and plunge into the mouth of the cave. The passage is narrow and the air is dank and close. Still you press on, eager to find the Staff. After several yards, the tunnel narrows till it becomes a fissure in the rock. You have reached a dead end. ***Move on.***

141 *Time: 10*

After a few minutes, your hand begins to swell and throb painfully. Weak and shaking, you collapse onto the ground, expecting the worst. ***Pick a number:***

- *If 2,* ***turn to 294.***
- *If 3-5,* ***turn to 227.***
- *If 6-10,* ***turn to 537.***
- *If 11-12,* ***turn to 286.***

142 *Time: 20*

The cliff seems to be the most promising prospect for a cave entrance that you have seen yet; only a few vines and a tough climb stand in your way.

- *If you climb the cliff,* ***Pick a number*** *and add your General bonus:*
  - *If 2-7,* ***turn to 472.***
  - *If 8-12,* ***turn to 223.***
- *Otherwise,* ***move on.***

143 *Time: 60*

The rooms contain nothing more exciting than rotting clothes, furniture, and barrels. This area also does not correspond with anything that lies on your map. When you return to the outer room, ***turn to 256.***

144 *Time: 5*

You manage to recover and begin to continue down. *Increase your damage taken by 3.* ***Turn to 231.***

145 *Time: 15 Exp Pt: 10*

The ground around your feet is littered with the bodies of your fallen foes. You sheath your weapon with a feeling of satisfaction. You wonder if the Crebain attacked you out of spite or for some darker purpose. Distant black specks circle in the sky, and the wind brings their faint cries. The Crebain maintain a respectful distance, however, and do not approach. ***Move on.***

146 *Time: 5*

The tunnel ends in a small cavern with passages leaving to the north (sloping up), the east (sloping down), and the west (sloping up). The cavern is filled with cold air; you both step back involuntarily, shivering.

- *If you go north,* ***turn to 341.***
- *If you go east,* ***turn to 362.***
- *If you go west,* ***turn to 174.***

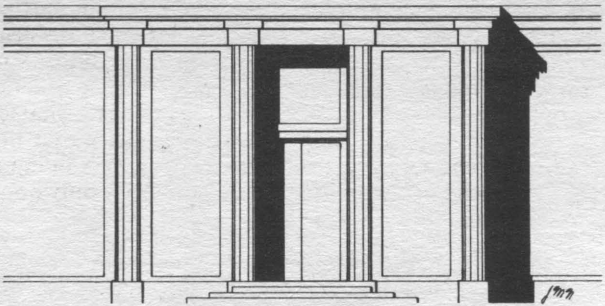
147 *Time: 5*

You are once more on the slopes of Weathertop (space 10B). You realize that if you reenter the Orc tunnel, you will have to fight all of the Orcs, not just a few isolated guards. ***Pick a number*** *and add your Perception bonus:*

- *If 2-5,* ***turn to 337.***
- *If 6-12,* ***turn to 199.***

148 *Time: 10*

Full of revulsion to the Kraken's attack, you realize that you cannot recross the water at this time The walkway crosses a narrow moat to a door into the stone structure. You move to the heavy wooden door on the other side of the walkway and force it open with all your might.



You are now in space 30A on the insert map. Follow the directions given and the ***move on*** *rules given in the rules section at the beginning of the book.*

Turn to 30A *in the location text section.*

149 *Time: 10 Exp Pt: 2*

You fall, hitting the stone floor below, twisting your ankle. ***Pick a number*** *and increase your damage taken by that amount.*

Bruised and weak, you get to your feet, shouting for Hamwich. You hear nothing, and when you look up, you see only darkness; the stone ceiling has closed above you. Then you see Ham climbing down a set of steel rings set in the wall. "Careful!" you call to him. ***Turn to 359.***

150 *Time: 5*

As you approach the trees, you sense a magical quality about them. ***Turn to 440.***

151 *Time: 15*

You find nothing unusual. ***Turn to 300.***

152 *Time: 40*

You search the rocks thoroughly, for what seems like hours.

You are frustrated by rocks that are too large and heavy for you to move. ***Pick a number and add your General bonus:***

- ***If 2-5, turn to 201***
- ***If 6-12, turn to 132.***

153 *Time: 5*

You are debating the merits of leaping over the narrow chasm with your companion when he gives a yell of warning, and pulls you away from the edge of the chasm. You hear a loud roar and see a huge black shape coming towards you out of the darkness. Though your experience is limited, you are fairly certain from its size and ferocity that the creature is some sort of a Troll, and that he is very hungry. He is waving a huge, primitive club at you. Your only hope is to fight the beast or outwit it.

- ***If you fight the Troll, turn to 242.***
- ***If you try to trick the Troll into falling into the chasm, pick a number and add your Trickery bonus:***
  - ***If 2-3, turn to 550.***
  - ***If 4-7, turn to 121.***
  - ***If 8-12 turn to 250.***

154 *Time: 5*

After a few moments, you see the Hobbit cautiously sneak back towards you. His hands are empty, and he looks terrified. ***Turn to 316.***

155 *Time: 5*

You spin around and attempt to run down a passage. ***Pick a number and add your Running bonus:***

- ***2-6, turn to 494.***
- ***7-12, turn to 341.***

156 *Time: 10 Exp Pt: 3*

You have escaped the Orcs, but have found no sign of the Staff of Truth. Your mind is racing with the various possibilities. Should you reenter the Orc caverns again and risk capture? Should you go to Bree after all, and get help? At this point you feel that going to Bree would be admitting failure. While you turn over the various possibilities in your mind, you notice that the Orc tunnels look nothing like the layout on your map. Perhaps there is another en-

trance to the caverns beneath Weathertop? *You are in space 10B.*

- *If you reenter the Orc tunnels immediately, **turn to 290.***
- *If you wait several hours and then reenter the tunnels, **turn to 224.***
- *If you go to Bree and get help, **turn to 503.***
- *If you search for another entrance, **move on.***

157 *Time: 10 Exp Pt: 2*

Fascinated, you drop to your knees to study the engravings. They seem to contain some message for you to decipher. On a hunch, you place your hand on the center of one of the more prominent carvings. There is a soft click, and a section of the floor at the center of the chamber slides away. ***Turn to 263.***

158 *Time: 10*

The creature turns out to be a Kraken. You try to slash at the creature, but after a while more tentacles wrap themselves tightly around your arms and legs and drag you below the water. You are the victim of a Kraken! ***Your quest is over.***

159 *Time: 10*

Wary of traps, you pull the bag out of the cubbyhole using the end of your walking stick. You are lucky to have used the stick, since several small darts are sticking to it. ***Turn to 375.***

160 *Time: 5*

As you reach to grasp the rock, you see a snake and

desperately jerk your hand away. ***Pick a number** and add your General bonus:*

- *If 2-7, **turn to 191**.*
- *If 8-12, **turn to 252**.*

161 *Time: 15*

You find nothing more, ***move on**.*

162 *Time: 15*

You walk along a tunnel heading east that descends slowly and steadily. The walls, you notice, are damp and the floor slippery; you are forced to walk more carefully. ***Turn to 353**.*

163 *Time: 5*

Before you can make a choice about your direction, you hear a soft rustling sound. As you turn, you feel a heavy, sudden blow on the back of your head. The last thing that you see in the darkness is the hideous, grinning face of an Orc. ***Turn to 347**.*

164 *Time: 5*

You must decide what to do with your finds.

- *If you take everything for yourself, **turn to 397**.*
- *If you decide to split the things with Ham, **turn to 489**.*

165 *Time: 15*

You take too much time crossing the water; the Kraken attacks again, pulling at your ankles with the force of five men. *You must fight the Kraken. If you have already fought the Kraken, you may add +2 to your DB for this fight. **Turn to 240**.*

166 *Time: 20*

You are numb with anguish and disappointed that you have failed. You sit huddled miserably on the ground, recalling all the hardships of the quest from its very beginning. ***Pick a number** and add your Perception bonus:*

- *If 2-6, **turn to 554**.*
- *If 7-12, **turn to 283**.*

167 *Time: 5*

You are at a loss as to which direction to take. Frustrated, you feel that you have come no closer to finding the Staff of truth. The Hobbit, whose courage seems to have increas-

ed volumes since leaving the Orcs behind, is oblivious to your preoccupation. He is already busy examining the carving on the floor and walls and peering down the various passageways.

"Look at this," he calls.

The floor of the circular chamber is covered with beautiful carvings in wonderful condition, despite their age. ***Pick a number and add your General bonus:***

- *If 2-6, **turn to 411.***
- *If 7-12, **turn to 157.***

168 *Time: 20*

You climb among the rocks, nearly twisting your ankle several times. You can find no sign of a cave. ***Move on.***

169 *Time: 10*

You come to a door which opens off to the east; the corridor runs north and south. The door is heavy, its hinges rusted, but it is slightly ajar. You can probably squeeze through if you want to.

- *If you go through the door, **turn to 452.***
- *If you go north, **turn to 256.***
- *If you go south, **turn to 553.***

170 *Time: 15 Exp Pt: 3*

Shoving your doubts aside, you fill your drinking cup with the clear water. It has a refreshing taste unlike anything you have ever tasted before. You feel a faint tingling sensation throughout your entire body. *If you have not already drunk from this pool today, reduce your damage taken by 12.*

You are refreshed and invigorated. You pass the cup to the Hobbit, who drinks it somewhat more cautiously. He smiles benignly, and the lines of exhaustion and weariness leave his face. You quickly fill a waterskin to take to the healers of Gondor. When you take a second drink nothing happens, and you speculate that the water may be usable only once per day. ***Turn to 401.***

171 *Time: 10 Exp Pt: 3*

You watch in fascination as life returns to the squat limbs. The figure speaks in a hoarse, rough voice, "What do you seek?"

- *If you attack the figure, **turn to 338.***
- *If you answer the figure, **turn to 449.***

172 *Time: 5*

Your companion tries to help you up. ***Pick a number** and add your General bonus:*

- *2-3, **turn to 522.***
- *4-12, **turn to 284.***

173 *Time: 15*

You try to recall everything you know about herblore, but are still unable to identify the tree.

- *If you eat a berry, **turn to 398.***
- *Otherwise, **move on.***

174 *Time: 5*

You enter a cavern with a huge pit in the middle and passages exiting to the east and the west. The east passage slopes down slightly. ***Pick a number:***

- *If 2-5, **turn to 455.***
- *If 6-12, **turn to 128.***

175 *Time: 20*

The Hobbit leads you down several narrow corridors. You both pause frequently to listen for the sounds of pursuit or alarm, but you hear nothing, not even the sounds of heavy, Orc breathing. Your companion seems to know the layout of the tunnels thoroughly from his weeks underground. Soon you are standing in a dead-end passage. The wall in the rear consists of small stones held in place by some sort of mudlike mortar.

"I bet the Orcs built this wall. I've heard stories about the men who used to live here. They wouldn't build anything this poor. Anyway, I've often wondered what's behind this."

You are inclined to agree with the Hobbit's assessment of the wall. For some reason, the Orcs seem to fear what lies behind it. Together, you select a spot where the wall looks weakest and carefully begin prying out the stones. The work is not difficult, and you soon have a hole large enough for both of you to crawl through. You prudently put some of the stones back into the hole behind you, blocking up the tunnel. With a little luck, the occasional passing Orc won't

notice that the tunnel has been disturbed. ***Turn to 414.***

176 *Time: 5 Exp Pt: 1*

The needle is poisoned. ***Pick a number and increase your damage taken by twice that amount. Turn to 375.***

177 *Time: 10*

Startled by your fall and frightened of the men, you run wildly through the woods and are soon in the open terrain. You hear the sounds of pursuit behind you and when you turn, you see that both men are following you. ***Pick a number and add your running bonus:***

- ***If 2-6, turn to 116.***
- ***If 7-12, turn to 349.***

178 *Time: 10*

Suddenly you hear a soft rustling; you freeze in fear as a large grey wolf comes into the clearing. The wolf is aware of you. ***Pick a number; if 2-6 turn to 384; otherwise, Take an action.***

(**WOLF** OB:2 DB:0 EP:10)

- ***If you defeat the wolf, turn to 486.***
- ***If the wolf defeats you, turn to 244.***
- ***If you successfully run away, turn to 264.***

179 *Time: 15*

You find nothing. ***Turn to 265.***

180 *Time: 30*

Your search brings you nothing except cuts, scrapes and frustration. ***Move on.***

181 *Time: 5 Exp Pt: 1*

Suddenly, the staff disappears from your hands and reappears in the hands of the figure. He says, "You left your faithful companion in the chamber outside this room, promising to return; and yet you just told the staff to take you immediately to the surface. A worthy recipient of the staff would never do such a thing." ***Turn to 390.***

182 *Time: 10*

You leap over the chasm and enter a dark passageway. It gradually slopes downwards, and you take this as a hopeful sign. In the dim torchlight, you can see that the walls were carved long ago with primitive stone tools, perhaps by the earliest of the Edain. ***Turn to 341.***

183 *Time: 5*

Before you can recover, a soft voice whispers "In here, hurry!"

- *If you decide to trust the voice,* ***turn to 192.***
- *Otherwise,* ***turn to 471.***

184 *Time: 10*

Trees around the pool have lovely silvery green leaves, deep brown bark, and white berries. You slowly advance to the pool, eager to unlock the mysteries of the chamber. The pool is filled with bright, clear water that looks fresh. The bottom is lined with tiles carved out of some sort of blue stone.

- *If you drink some water from the pool,* ***turn to 437.***
- *If you explore the bottom of the pool,* ***turn to 308.***
- *If you pick some fruit from the trees,* ***turn to 469.***
- *Otherwise,* ***move on.***

185 *Time: 10 Exp Pt: 12*

Panting you stare at the Orc crumpled at your feet. He had a spear, which you may take if you want. ***Turn to 322.***

186 *Time: 10*

You are swept off your feet but somehow manage to recover. You begin to think that it might be madness to continue downstream. *Increase your damage taken by 5.*

- *If you continue downstream,* ***pick a number*** *and add your General bonus:*
  - *If 2-7* ***turn to 208.***
  - *If 8-12,* ***turn to 460.***
- *If you climb up the shaft,* ***turn to 335.***

187 *Time: 15*

When you approach the camp, you see that they've drawn their wagons to the side of the road, and that one Dwarf is tending a campfire. The Dwarves are obviously preparing for a meal. You slow your footsteps, and hesitant about intruding, try not to stare at their broad-bladed axes, gleaming chainmail, and long beards. The Dwarves look at you curiously, but their greetings are friendly enough. They courteously invite you to share their meal. *If you accept their offer,* ***turn to 508;*** *otherwise,* ***turn to 317.***

188 *Time: 10*

You pursue the figures, running due east, but you soon lose track of them in the barren wilderness. You stop to search the ground for footprints, but find none on the barren earth. ***Move on.***

189 *Time: 15*

The passage continues for several feet, and bends to the west. You pause frequently to listen for the sounds of moving Orcs, but hear nothing. The passage ends in a large cavern. You stop and cautiously peer in. To your horror, the cavern is filled with sleeping Orcs. You freeze and remain motionless — until you determine that all of the Orcs seem to be sound asleep and unaware of you.

- *If you attack the Orcs, **turn to 292.***
- *If you leave quietly, **turn to 404.***

190 *Time: 5*

Slain by the horde of blood-thristy Orcs, ***your quest is over.***

191 *Time: 25 Exp Pt: 2*

Jerking away from the snake, you fall down the cliff, bruising yourself badly. *Increase your damage taken by 4 and **move on.***

192 *Time: 10*

You quickly slip into a dark narrow tunnel while the sounds of the Orcs get louder. You can hear them shouting. A hand seizes your arm and pulls you along, dragging you into a side passage. "Climb up here, quick, and be quiet!" ***Pick a number and add your General bonus:***

- *If 2-7, **turn to 540.***
- *If 8-12, **turn to 545.***

193 *Time: 25*

Your progress is slower than you expected; you keep slipping on loose rocks and boulders. Scratched and bruised, you make it to the top of the pile, but still no closer to finding the entrance to a cave. When you look at the pile, you realize that you will have to move some of the rocks in order to make a thorough search for a cave entrance. *If you **remove the stones, turn to 209; otherwise, move on.***

194 *Time: 15*

You begin to relax when you see the man pour the wine. You are relieved by their friendly gesture, being thirsty after your long search.

- *If you accept the drink,* ***turn to 477.***
- *If you refuse,* ***turn to 379.***

195 *Time: 10*

When you peer down the western corridor, it turns out to be a staircase completely blocked by rubble. You surmise that it may have once led to the top of Amon Sûl. The other passages seem to continue indefinitely, although it is difficult to tell in the wavering torchlight. ***Turn to 256.***

196 *Time: 10*

You turn a corner and suddenly find eight Orcs before you, their scimitars and clubs raised in anger. One calls out, "Surrender, slaves, or die!"

- *If you surrender,* ***turn to 254.***
- *If you fight,* ***turn to 522.***

197 *Time: 15*

You move quietly through the trees without making a sound and are soon at the edge of the camp. You station yourself behind a tree and study the strangers.

The two men are short and swarthy, and dressed in loose, flowing clothing unfamiliar to you. Both are carrying curved scimitars. They are seated around a small campfire; six horses are tethered close by. Two small strangely-carved statues lie before the fire; the men are paying the figures homage. Though you strain to catch their words, the language is completely foreign. From what you have heard, the men might be Haradrim, but you are not sure. You recall hearing tales of the men of the South who fought with Sauron in the War of the Ring. ***Pick a number*** *and add your Trickery bonus:*

- *If 2-5,* ***turn to 428.***
- *If 6-12,* ***turn to 330.***

198 *Time: 5*

The last thing you see as you fall is the Troll turning to strike Hamwich, who was sneaking up to attack him from

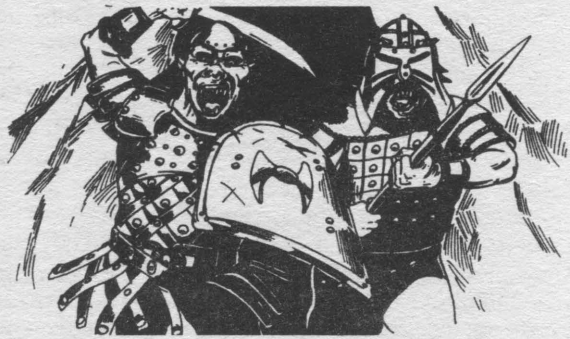
behind. After the Troll connects with his huge club, Hamwich bounces off the far wall and lies still. You meet your end as the Troll's lunch. Better luck next time. ***Your quest ends here.***

199 *Time: 10*

You turn to see six Orcs making an ineffective attempt to sneak up on you. You may fight or flee.

(Each of 6 **ORCS** OB:0 DB:0 EP:20)

- *If you flee immediately, pick a number and add your Running bonus:*
  - *If 2-4, turn to 337.*
  - *If 5-12, turn to 297.*
- *If the Orcs defeat you, turn to 100.*
- *If you defeat the Orcs, turn to 485.*



200 *Time: 20 Exp Pt: 2*

You approach carefully, holding onto your torches. Hamwich flounders on the sticky web, slowing your progress. The cave smells horribly and contains a few bones and other grisly reminders. You are surprised at what the spider managed to acquire; you speculate that he may have combed the ruin and filched the treasures. There are some bright golden coins, stamped by the kingdom of Arnor, and some tarnished silver and copper pieces. You also discover a set of two beautifully worked golden goblets set with jewels, obviously treasures of Amon Sûl. You and the Hobbit each take one. The Hobbit also finds a beautifully

worked dagger and a couple of gold rings. In the meantime, you discover a finely worked belt of mithril set with emeralds. When you put it on, you immediately feel stronger and faster. *Add +1 to your DB, OB, and General Bonus at all times.* You also find a strong, light coil of Elven rope. Well satisfied with your haul, you climb up the cliff and return to the cavern. ***Turn to 476.***

201 *Time: 35*

Your footing is very uncertain. ***Pick a number*** *and add your General Bonus:*

- *If 7 or more,* ***move on.***
- *If 2-6, your efforts start a small landslide, and you slip from the pile and fall with a crash to the ground. Increase your damage taken by 5.* ***Move on.***

202 *Time: 10*

You walk along the ledge beside the underground river, mentally bemoaning your ill luck. You realize it might take days to get out of this complex of tunnels. ***Turn to 376.***

203 *Time: 5*

The Hobbit pulls out a small book and begins leafing through it. ***Pick a number:***

- *If 2-5,* ***turn to 218.***
- *If 6-12,* ***turn to 391.***

204 *Time: 120 Exp Pt: 5*

When you awaken, your ears are ringing and you have the worst headache of your life. You groan involuntarily, and one of the men looks over at you. Slowly he gets up.

"Sorry, we can't have you spoiling all our plans to find the Staff. Our friends should be back soon." You listen to his words with a sinking feeling; you have failed in your quest and are too weak and sick to attempt an escape from your bonds. Your captors speak in voices too low to hear, and then one of them laughs. ***Pick a number:***

- *If 2-3,* ***turn to 139.***
- *If 4-12,* ***turn to 466.***

205 *Time: 5*

The passage bends and so that heads to the west and to the south.

• *If you go south,* ***turn to 504.***
• *If you go west,* ***turn to 378.***

206 *Time: 5 Exp Pt: 2*

You hear a soft "thonk!" as three bolts are fired from a trap mechanism concealed in the wall. *Make 3 attacks against yourself using the following bonus:* **OB:2.**

Ham points out a tripwire which you both overlooked and he neatly disconnects it, muttering under his breath about his stupidity. The bolts were all aimed at chest level on a human, so they flew over the Hobbit's head. ***Turn to 484.***

207 *Time: 10*

You run for your life down the corridor, terrified of being captured by the Orcs. Confused, you accidently take a wrong turn to avoid a couple of Orcs close behind you, their hot, stinking breath at your back. Suddenly you are in an unfamilar part of the tunnels. You continue to run, hoping for the best. Behind you, you can hear the footsteps of the Orcs getting closer. In the excitement you stumble and fall to your knees.

• *If you are alone,* ***turn to 183.***
• *If you are not alone,* ***turn to 172.***

208 *Time: 10*

You are swept below the surface of the icy water and die a watery death. ***Your quest is over.***

209 *Time: 90*

Full of optimism, you begin to lift some rocks from a likely looking spot. The rocks are heavy, and you are soon sweaty and tired. Doggedly determined, you continue your task, pausing only to take a short drink of water now and again. As you lift a particularly large and heavy rock, you find a gap in the stone. Eagerly you peer in; it is probably a cave. With renewed vigor, you quickly remove the other rocks that seem to be blocking the entrance. Soon you have made a hole wide enough for you to crawl through. *If you enter the cave,* ***turn to 310;*** *otherwise,* ***move on.***

210 *Time: 5*

As you move along, the silence is shattered as you trip over a tiny spur of rock on the floor. You fall with a loud crash. ***Turn to 318.***

211 *Time: 15*

Try though you might, you cannot recall any mention of the purple berries in your herblore. *You may pick up to 6 berries.*

- *If you eat a berry,* ***turn to 258.***
- *Otherwise,* ***move on.***

212 *Time: 5*

As you probe your stick meets something. When you bring the gem close to the water, you see a broad stepping stone just below the surface. In the light you can discern several such stones, barely visible in the dark water. The Hobbit gives a cry of joy.

- *If you search further,* ***turn to 340.***
- *If you begin to wade across,* ***turn to 453.***

213 *Time: 10*

The passage opens up into a cavern so black, that in the faint light of your torch it is impossible for you to guess its size. You can only determine that the rushing sound is coming from somewhere in the cavern. Cautiously, you move forward, heading in the general direction of the noise. The noise increases, and your steps become slower and slower, until you see an area of blackness ahead of you on the floor. You are standing in front of a narrow chasm, and the noise seems to be emanating from its depth. You kneel at the edge and lower your torch, but the cleft seems bottomless. You can see a passage heading east. ***Pick a number*** *and add your Perception bonus:*

- *If 2-5,* ***turn to 409.***
- *If 6-12,* ***turn to 153.***

214 *Time: 5*

The water is very cool as you wade in, but the depth does not exceed 3 feet. ***Pick a number and add your Perception*** *bonus:*

- *If 2-7,* ***turn to 151.***
- *If 8-11,* ***turn to 524.***
- *If 12,* ***turn to 133.***

215 *Time: 10*

Ham tries valiantly to save you, but he is cut down by a single sword swing. The Haradrim feed both of you to the Kraken. ***Your quest is over.***

216 *Time: 5*

Your train of thought is broken by a faint rustling sound. You turn suddenly and are confronted by a small, emaciated Hobbit.

- *If you fight,* ***turn to 461.***
- *If you talk,* ***turn to 316.***

217 *Time: 5 Exp Pt: 1*

As you flee, you hear the Haradrim say, "Run coward. We have your prize!" Then the Haradrim quickly leave with the staff. ***Turn to 166.***

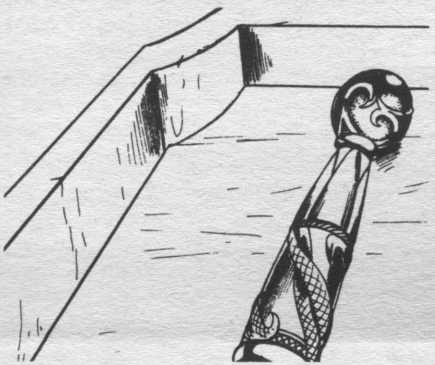
218 *Time: 5*

Ham says, "Your answer is better than anything I can think of."

But when you give your answer to the Wight, he lets out a cry of delight. "Wrong! The answer was 'a mountain'!" The ghastly Wight seizes you and Ham in his icy grasp. You will never be warm again! ***Your quest is over.***

219 *Time: 10 Exp Pt: 2*

You also find and pick up the 5.5' white staff with the pale blue gem. It tingles softly in your hand.



- *If you examine the staff,* ***turn to 456.***
- *If you "know" the "item analysis" spell and cast it,* ***turn to 279.***
- *If you start to leave the caverns back the way you came,* ***turn to 372.***
- *Otherwise,* ***move on.***

220 *Time: 10*

You reach an intersection with passages running north (slopes down), south, and west.

- *If you go north,* ***turn to 324.***
- *If you go south,* ***turn to 495.***
- *If you go west,* ***turn to 259.***

221 *Time: 10*

You approach the point at which the stream disappears into the wall. Through the now waist-deep water, you can make out a faint glow coming from the opening into which the stream disappears.

- *If you decide to swim through the opening,* ***turn to 273.***
- *Otherwise,* ***turn to 300.***

222 *Time: 10*

With some effort, you manage to lower the lever and the gates rumble into place. With another push you manage to raise the gates once more. ***Move on.***

223 *Time: 35*

You find the cliff trickier than it looked. The vines are flimsy, and the rocks have a tendency to slip away beneath your feet. When you pause to catch your breath, you see a small gap that might possibly be a cave. You carefully remove the rocks until you have an entrance just wide enough for you to crawl through. *If you enter the cave* ***turn to 523;*** *otherwise,* ***move on.***

224 *Time: 10*

Pushing your doubts and misgivings to the side, you enter the passage. It is very dark, and the air is heavy with the smell of Orcs. The passage widens and you soon come to an intersection. ***Pick a number*** *and add your Perception:*

- *If 2-5,* ***turn to 163.***
- *If 6-12,* ***turn to 356.***

225 *Time: 15*

You cannot see much of the passage in the dim light but are vaguely comforted that it is going up. Afraid of traps and unsure of your footing, you walk slowly while Ham keeps a sharp eye on the floor. ***Pick a number*** *and add your Perception bonus:*

- *If 2-8,* ***turn to 345.***
- *If 9-12,* ***turn to 280.***

226 *Time: 5*

You are both relieved to reach the other shore and lie gasping and panting, exhausted by the crossing. Looking back you see what appears to be the tip of a tentacle of a Kraken. Then you hear a rough laugh, and look to see two swarthy warriors, obviously Haradrim, coming towards you across the walkway leading to the stone structure.

- *If you flee back across the water,* ***turn to 419.***
- *If you wait to face them,* ***turn to 243.***

227 *Time: 250 Exp Pt: 5*

You spend several hours in painful agony as a result of the snakebite. *Increase your damage taken by 12;* ***move on.***

228 *Time: 15 Exp Pt: 3*

Your spell determines that the amulet detects and analyzes the nature of poisons when it comes within one foot of such dangerous substances. A useful item to have, depending on the company you keep. ***Move on.***

229 *Time: 15*

You dexterously manage to recover your footing and nimbly climb to the top of the shaft. The Hobbit recoils the rope, and soon you are on your way again. ***Move on.***

230 *Time: 5*

The Wight is terrifying and seems to grow larger as you attack. *For every other attack that you make, you may also make an attack for Ham's sling (OB:1).*

(**WIGHT** OB:3 DB:3 EP:45)

- *If you defeat the Wight,* ***turn to 315.***
- *If the Wight defeats you,* ***turn to 386.***
- *If you successfully run away,* ***turn to 341.***

231 *Time: 15*

You make it to the bottom and begin to explore. After a while, you realize that you are merely exploring stalagmites. The surface of both the open area and the stream bed are solid rock. You must climb back up. ***Pick a number*** *and add your General bonus:*

- *If 2-3,* ***turn to 403.***
- *If 4-12,* ***turn to 105.***

232 *Time: 20*

You slowly begin to climb the steel rings, carefully holding onto your torch. Somehow you manage to make it to the top without losing the torch and begin to shine it around on the ceiling. You see a small lever. As you reach out to flip it, the ceiling slides away. After you climb into the room above, the floor slides shut. ***Turn to 256.***

233 *Time: 20*

You clamber among the rocks and trip over the tangled vines. You notice that the vines and brambles have been trampled and crushed. Eagerly you study the pattern; it seems to focus upon a pile of rocks and vines. The trail is quite obvious, once you look for it. Turning your attention to the pile of rocks, you can just make out a small black hole that could be the entrance to a cave. ***Pick a number*** *and add your Perception bonus:*

- *If 2-7* ***turn to 544.***
- *If 8-12,* ***turn to 410.***
- *Otherwise,* ***move on.***

234 *Time: 10*

The Orcs rush forward and grab you, slapping you silent. You are bound and knocked unconscious by a crushing head blow. ***Turn to 347.***

235 *Time: 5*

The needle is poisoned, and you have failed to resist it. You are dead. ***Your quest is over.***

236 *Time: 30*

"The thing must have it's lair somewhere in the pit," says the Hobbit. You both examine the edges of the pit wall and see a small dark cave just below the web. "I'll bet it has all sorts of treasure in it!" says the Hobbit. You smile at his optimism. Still, you never can tell what the spider might have acquired over the years, so you climb down. ***Turn to 200.***

237 *Time: 20*

You find nothing except some faint tracks on the ground. The trail disappears in the ruins. ***Move on.***

238 *Time: 10 Exp Pt: 2*

You reach Ham just as he is about to slip below the surface. Struggling against the icy current with your limp burden, you finally grab onto a ledge of sorts.

Ham is unconscious. You uncork the little bottle of brandy that Eldamar packed for emergencies. In a few minutes, Ham opens his eyes, coughing up water. You take stock of your situation: most of your food is ruined (you have at most 2 meals), your map is soaked, you are cold and waterlogged, and you are also no closer to finding the Staff.

Ham continues to thank you profusely for rescuing him from the underground stream. "I can't swim a stroke," he confides to you. "I just think it's completely unnatural, don't you?"

- *If you stay and rest,* ***turn to 320.***
- *If you keep moving,* ***Turn to 480.***

239 *Time: 15 Exp Pt: 2*

As you reach up to grasp an overhead rock, you feel a sharp pain in your hand. You quickly pull your hand back. To your dismay, you notice that you are bleeding from two

small punctures; you have been bitten by a snake. Desperate, you tear your tunic, cut the wound, and attempt to suck out the poison. Finally, you tie a crude tourniquet around your hand and try to remain quiet. ***Pick a number:***

- *If 2-5, **turn to 141.***
- *If 6-12, **turn to 286.***

240 *Time: 5*

You are locked in deadly struggle with the Kraken, the dark water threatening to engulf you at any moment. You struggle to fight and breathe.

(**KRAKEN** OB:4 DB:1 EP:23)

- *If you defeat the Kraken, **turn to 326.***
- *If the Kraken defeats you, **turn to 268.***
- *If you successfully run away, **turn to 111.***

241 *Time: 20*

You pull some rope out of your backpack. After securing it, you carefully begin lowering yourself down. ***Pick a number** and add your General bonus:*

- *If 2-3, **turn to 403.***
- *If 4-7, **turn to 549.***
- *If 8-12, **turn to 231.***

242 *Time: 5*

The troll is over 12 feet tall and wields a huge club. He seems to be extremely vicious but slow. *For every other attack that you make, you may also make an attack for Ham's sling (OB:2).*

(**TROLL** OB:3 DB:0 EP:45)

- *If you defeat the Troll, turn to 482.*
- *If the Troll defeats you, pick a number:*
  - *If 2-4, turn to 198.*
  - *If 5-6, turn to 369.*
  - *If 7-12, turn to 432.*
- *If you successfully run away, pick a number:*
  - *If 2-7, turn to 359.*
  - *If 8-12, turn to 182.*

243 *Time: 5*

The Haradrim's dark leather armor shines in the light of the gem. They look as if they consider you mildly amusing sport. As they slowly approach, you can see the greed in their eyes as they see the glowing jewel in your hand. *You must fight or outwit the Haradrim.*

- *If you try to maneuver so that the Haradrim are very close to the water (and the Kraken), turn to 277.*
- *If you place your back to the water so that they can only attack you one at a time, turn to 436.*

244 *Time: 120 Exp Pt: 5*

The last thing you remember is the wolf standing over you. When you awaken sometime later you are alone. For some reason or other, you are alive and uneaten, although bruised and bleeding. However, 6 of your meals are gone. ***Move on.***

245 *Time: 5*

The figure grows dark and larger as he says, "The staff reveals that you killed helpless prisoners during your adventures. A worthy recipient of the staff would never do such a blood-thristy thing, regardless of the provocation." ***Turn to 390.***

246 *Time: 10*

You rub your sore wrists and ankles in an attempt to restore the circulation. You are stiff and aching from lying in an uncomfortable position for several hours, but the stiffness eases after you take a few steps. Silently, the Hobbit leads you through the dark and twisting passages. ***Pick a number:***

- *If 2-3, turn to 196.*
- *If 4-12, turn to 175.*

247 *Time: 10*

The entire chamber seems full of magic; the air is fresh and clean and filled with the fresh sweet scent of trees. You turn your attention to the contents of the chamber.

- *If you have not yet encountered Haradrim inside this stone structure (the two outside on the landing do not count), **turn to 519.***
- *Otherwise, **turn to 184***

248 *Time: 5*

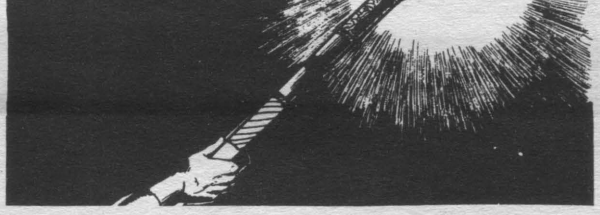
The tunnel ends in a small cavern with passages leading to the north (sloping up), the east (sloping down), and the west (sloping up).

- *If you go north, **turn to 341.***
- *If you go east, **turn to 162.***
- *If you go west, **turn to 174.***

249 *Time: 10 Exp Pt: 10*

You are finally holding the true Staff in your hands; its white wood feels warm and the deep blue gem shines with a clear light. You gaze at the staff in concentration, trying to discern its mysterious powers, yet they remain wrapped in enigma. You sense that the Staff will guide you safely to Gondor but that its powers are not for you to command. "Let us go home," you tell the Staff.

- *If you "know" the "item analysis" spell and cast it, **turn to 497.***
- *Otherwise, **turn to 304.***



250 *Time: 10 Exp Pt: 30*

You rush around the cavern with the Troll in pursuit, getting him angrier and angrier, until he loses what little wits he seems to have had in the first place. When you think the time has come, you run toward the chasm, and leap just as his huge hands are ready to close on you. Your timing is perfect. As the beast teeters on the edge, Hamwich rushes up from behind and shoves the Troll just enough to make him lose his balance. He falls into the chasm with a loud roar. You hear him hit the bottom with a distant thud.

It takes you a few minutes to catch your breath and to recover from the shock and fear. Hamwich, buoyant as ever, leads you to the circular chamber. "We must have overlooked its lair. Aah, there it is," he says, pointing to a tunnel in a particularly dark corner. You get to your feet slowly, wondering if the Hobbit is really the coward he claims to be. You're having trouble keeping up with him. ***Turn to 532.***

251 *Time: 10 Exp Pt: 2*

The berry is sweet and juicy, and you would gladly eat more. After a few minutes you feel a strange rushing sensation. *You add +1 to your Perception bonus for the next day. You may pick up to 6 more berries.* ***Move on.***

252 *Time: 20*

You manage to grab onto a bush and get down safely. ***Move on.***

253 *Time: 5 Exp Pt: 1*

You and Ham are alone in the room. The aquamarine gem glows softly and feels warm in your hand. It gives you a sense of confidence and comfort.

- *If you go north,* ***turn to 220.***
- *If you go east,* ***turn to 365.***
- *If you go west,* ***turn to 353.***

254 *Time: 10*

The Orcs grab you and the Hobbit. One Orc raises his dagger, laughing hideously, and says, "Sorry fools, I meant to say, surrender *and* die." The dagger falls! ***Your quest is over.***

255 *Time: 35*

You find the shade a welcome relief after climbing around in the hot sun for so many hours. You are naturally drawn to the pile of boulders and exposed rocks; they look very promising. As you study the rocks, however, you cannot see any sort of a cave entrance.

- *If you explore the rocks, **pick a number** and add your General bonus:*
  - *If 2-5, **turn to 193.***
  - *If 6-12, **turn to 380***
- *Otherwise, **move on.***

256 *Time: 15*

You are in a large circular room, with four rooms and four passages opening off of it. The passages head north, south, east, and west, with one room between each set of passages. The floor is covered with intricate carvings.

- *If you explore the large room, **turn to 167.***
- *If you explore the 4 small rooms, **turn to 424.***
- *If you go north, **turn to 118.***
- *If you go south, **turn to 169.***
- *If you go east, **turn to 332.***
- *If you go west, **turn to 195.***

257 *Time: 5*

The spider is more than seven feet long and very quick. *You must fight the spider. If you attempt to run away during the fight, subtract 2 from your **number picked**. For every other attack that you make, you may also make an attack for Ham's sling (OB:1).*

(**SPIDER** OB: 3 DB:1 EP:20)

- *If you defeat the spider, **turn to 319.***
- *If the spider defeats you, **pick a number:***
  - *If 2-3, **turn to 450.***
  - *If 4-7, **turn to 298.***
  - *If 8-12, **turn to 352.***
- *If you successfully run away, **pick a number:***
  - *If 2-7, **turn to 135.***
  - *If 8-12, **turn to 476.***

258 *Time: 15 Exp Pt: 2*

You cautiously swallow a purple berry, hoping that the Edain didn't grow poison in their ancient holy place. In a few minutes, you are full of boundless optimism and euphoria. You feel wonderful, but the berry clouds your good judgment and Perception. Ham seems to enjoy your cheerful conversation though. *Subtract one from all your bonuses for the next day. You can pick up to 6 berries. Move on.*

259 *Time: 10*

The passage bends so that it heads to the south (slopes up) and to the east.

- *If you go south,* ***turn to 442.***
- *If you go east,* ***turn to 220.***

260 *Time: 15*

You quietly leave the forest, deciding it is best to reconsider the situation. On the surface, there is of course no reason why the men should not be camped on Weathertop; they could simply be a group of travellers. Yet you have a feeling that they are camped upon Weathertop for the same reason you are — they want the Staff of Truth! Their foreign language also makes you uneasy; it seems harsh and unpleasant.

- *If you sneak back and observe the men,* ***turn to 197.***
- *Otherwise,* ***move on.***

261 *Time: 5*

You are awakened by a cry. You see two Orcs standing over what appears to be a dead Hobbit and the body of a dead Orc. One of the Orcs points to you and says, "Your friend killed Uglak trying to rescue you. I think it will be safer for us guards if you *died* with your friend during the rescue attempt." The other Orc laughs as the first Orc raises his dagger. The last thing you see is the hideous, grinning face of the Orc. ***Your quest is over.***

262 *Time: 5*

The ledge runs along the edge of the river for about 30 feet and then ends. South of this point, a sheer wall lines the river's edge. Since Ham refuses to swim, you must head back the way you came. ***Turn to 480.***

263 *Time: 5*

Beneath you lies another circular chamber; steel rings in the wall offer a means of descent. You realize that you have probably discovered a secret Dúnedain chamber. You shine your torch into the chamber, but the light is too dim for you to discern much.

- *If you descend into the lower chamber,* ***turn to 112.***
- *Otherwise, the opening closes,* ***turn to 256.***

264 *Time: 20 Exp Pt: 2*

For a moment you are so filled with shock, that you can only stare at the wolf in horror. You turn and run, expecting to feel its slavering jaws close around your legs at any moment. You run for quite some time, glancing anxiously over your shoulder. The wolf does not pursue you; he was probably only curious and not hungry. ***Move on in a random direction.***

265 *Time: 5*

The passage dead ends after a short distance.

- *If you search the deadend,* ***turn to 179.***
- *If you retrace your steps,* ***turn to 387.***

266 *Time: 5*

Suddenly, you hear a sharp crack; the edge of the pit gives way and you see Hamwich fall. You lunge forward to catch him and miss. His scream abruptly stops. Then, after a tense moment, you hear him yelling. "I'm caught in some sort of net! I'm stuck! I'll need help to get out!" Relieved by your friend's narrow escape, you slowly begin climbing down the cliff face; there are plenty of handholds. ***Turn to 546.***

267 *Time: 10*

You notice that the tunnel soon begins to level off and then continues straight for some distance. You gradually become frustrated — you are no closer to the Staff of Truth than before! You debate turning back and decide to ask Ham his opinion. ***Pick a number*** *and add your Perception bonus:*

- *If 2-6,* ***turn to 530.***
- *If 7-12,* ***turn to 442.***

268 *Time: 10*

You slash frantically at the tentacles desperately trying to get the creature to loosen its hold. Your efforts have little effect, and slowly and inexorably the Kraken pulls you under the water. Beside you Ham stabs fiercely at the creature, and one of the tentacles loosens its grip. Hastily, you claw your way back towards the landing, but another tentacle leaps out from the water and wraps itself around your waist. Quickly and efficiently it drags you below the surface to a watery grave. ***Your quest is over.***

269 *Time: 10*

You are in a cavern with a hole in the ceiling and a straight, man-made tunnel running south. The room is empty; a hole in the ceiling is too high to reach. When you decide to leave, ***turn to 293.***

270 *Time: 15 Exp: 5*

You quickly choose a section of the wall and carefully begin removing the stones. You work as quietly and as quickly as you dare, afraid of rousing the Orcs. Finally you manage to make a small hole large enough for both of you to crawl through. You take the precaution of pushing the stones through the the hole so that you can seal the hole behind you. ***Turn to 414.***

271 *Time: 15*

You hear the whinny of a horse and the voices of men. Quickly you turn, expecting to see a group of travellers, but see no one. All around, the slopes are devoid of life except for some Crebain circling overhead. When you stop to listen, you determine that the sounds are coming from a nearby copse of trees (3F). You strain to catch the voices, but they are too faint for you to understand. ***Move on.***

272 *Time: 70*

After an hour and a half of tense, cautious labor, you open up the entrance to the tunnel. You take a deep breath and slip into the narrow passage. The air is close and heavy with a filthy, fetid odor. The passage widens after the first few feet. ***Turn to 322.***

273 *Time: 25 Exp Pt: 6*

As you get ready to dive into the water, Ham says, "I've

gotten wet enough for one day. I'll wait for you here." Half-jokingly he adds, "Don't forget to come back for me."

You tie a rope around your waist and secure the other end to a column. Waving goodbye to the Hobbit. You leave him on the bank with the assurance that you will return swiftly. The current carries you into a tunnel that slopes down, and you land in a large pool with a splash.

Spluttering you get to your feet and untie the rope. The chamber is a stark contrast to the beauty above, the domed walls of the chamber are made of rough grey stones. You feel that you are at the very core of the caverns of Weathertop. An ancient barrow, shaped like a beehive stands before you. An odd, stone figure of a squat little man stands guarding the barrow.

You slowly wade out of the pool, studying the barrow and the statue, fearing another Wight. As you approach the barrow the stone figure begins to stir.

- *If you attack,* ***turn to 338.***
- *If you wait,* ***turn to 171.***

274 *Time: 20 Exp Pt: 3*

You are less than thrilled by the prospect of trading riddles with this chilling creature but have little choice. "Very well," you say, "we will play the game."

"A nose of steel, Works afield, Breaks but remains unbroken," he hisses at you. For a moment, your mind refuses to work.

"A plowshare!" pipes up the Hobbit, while you are still scratching your head. A frigid sigh escapes from the Wight; Ham has frustrated the evil thing!

Before you can think of a riddle, the Hobbit begins to recite. "Big as house, Grey as a mouse, I make the earth shake."†

"An Oliphant", the Wight hisses back, frigidly delighted.

After thinking for a few moments, the Wight poses a riddle:

"What has roots nobody sees,
Is taller than trees,
Up, up it goes,
And yet it never grows?"†

Determine your answer and ***turn to 399.***

275 *Time: 20 Exp Pt: 1*

You are soon covered with grime from your search. The columns though decorative, do not offer a clue as to the purpose of the room. As you run your hand over a particularly lovely carving on the central columns, it moves slightly beneath your hand. You carefully twist the carving, and a section of the column pops out. Excited, you peer into the hole. You see a small leather bag.

- *If you remove the bag, **pick a number** and add your Perception:*
  - *If 2-6, **turn to 333**.*
  - *If 7-12, **turn to 159**.*
- *Otherwise, **move on**.*

276 *Time: 5*

Danger comes upon you unawares. You hear a loud "Clack!" and see a black figure emerge from a shadowy alcove you had not noticed. *You are surprised. **Turn to 463**.*

277 *Time: 5 Exp Pt: 5*

You tell Ham to stay behind you and to break up and drop a couple of your meals into the water. Hoping that the food will attract the Kraken to the area, you back up to the water and maneuver so that the Haradrim are approaching you along the edge of the landing near the section of water in which the food has been dumped. As the Haradrim approach you along the edge of the water, you wait for the Kraken to appear. ***Pick a number** and add your Trickery bonus:*

- *If 2-3, **turn to 364**.*
- *If 4-6, **turn to 302**.*
- *If 7-10, **turn to 393**.*
- *If 11-12, **turn to 526**.*

278 *Time: 15 Exp Pt: 2*

You walk more carefully, trying to avoid the rabbit holes. Suddenly, something seizes your ankle, pulling you off your feet. As you attempt to rise, you realize that your ankle is caught in a neat snare, but you can free yourself easily enough. *Increase your damage taken by 2. If you explore further, **turn to 420; otherwise, move on**.*

279 *Time: 10 Exp Pt: 2*

You cast your spell, eager to discover the legendary powers of the Staff of Truth. You find that the Staff detects food and water (useful if you're a Hobbit), and can act as a light source three times a day. You are disappointed; surely the great Staff of Truth has more powers than that. You hold it at arms length, studying it. It is five and a half feet tall, and tipped with a lovely pale blue gem. You study the jewel, trying to fathom the staff's secrets. Perhaps its powers are protected from detection, you think to yourself. You try to recall Eldamar's description of the staff. ***Pick a number and add your Perception:***

- ***If 2-7, turn to 498.***
- ***If 8-12, turn to 281.***

280 *Time: 15 Exp Pt: 1*

You walk along slowly, with Ham slightly in the lead. At almost the same moment, you both stop, sensing that something is wrong. Ham bends over, and you see him carefully disconnect a string or wire stretched out on the floor. He trots over to some holes in the wall and shines his torch in them. "Crossbow bolts," he says. "Quite a nasty trap if you ask me." You agree wholeheartedly with him, grateful for his sharp eyes, and continue your journey. ***Turn to 324.***

281 *Time: 15 Exp Pt: 1*

All of Eldamar's words come rushing back to you, as well as your knowledge of the Dúnedain. You study the staff once more; and note that the height is but five and a half feet instead of the six feet that the Elves and men of Númenor favored. The staff was also said to have a deep blue gem; this one is pale blue. A suspicion begins to form in your mind that you may have the wrong staff, but you are not sure.

- ***If you start back out of the caverns, turn to 372.***
- ***Otherwise, move on.***

282 *Time: 20 Exp Pt: 2*

You move slowly and carefully, afraid of encountering ancient traps or pitfalls. Your caution pays off when you hear

a soft click, and step back hastily. The floor tile in front of you slides away, revealing a dark and narrow pit. Breathing a sigh of relief, you and Ham cautiously walk around the trap and continue on your way. ***Move on.***

283 *Time: 5*

You recall Eldamar's description of the Staff; six feet long and tipped with a deep blue gem. The Staff you saw had a pale blue gem and couldn't have been more than five and a half feet long. It was the wrong staff! Jubilantly you get to your feet. "Come on," you say to Ham. "That wasn't the real staff. It must still be somewhere in one of the rooms." You return to the room where you fought the Haradrim; they are gone. ***Move on.***

284 *Time: 10*

With the Hobbit's aid, you leap to your feet. You and Hamwich plunge onward quickly, attempting to evade any pursuers. ***Pick a number and add your General bonus:***

- ***2-3, turn to 357.***
- ***4-12, turn to 529.***

285 *Time: 5 Exp Pt: 2*

You and Ham have made it so far! Luck was with you. However, the intense cold emitted by the Wight affects you; *increase your damage taken by 10.* ***Turn to 162.***

286 *Time: 65 Exp Pt: 2*

Weak and shaky, you sit on the ground cradling your throbbing, swollen hand in your lap. As your past life flashes before your eyes, you recall Eldamar's lectures on the Flora and Fauna in this section of the world. You try to remember the names of the poisonous snakes and recall at least two. After about an hour nothing more has happened; either your first aid measures worked or the snake was non-poisonous. ***Move on.***

287 *Time: 45*

The Crebain pursue you across the slopes, apparently enjoying their little game. After some time, they get bored and fly off in search of more interesting sport. ***Move on in a random direction.***

288 *Time: 45*

The stairs continue to go steadily down. You lose track of time in the darkness; you have no idea whether minutes or hours have passed since you began your descent. The stairs end in a small, empty cavern. ***Turn to 135.***

289 *Time: 5*

You get to your feet slowly and casually, carefully brushing yourself off. The two men run up to you. You manage an engaging smile and a friendly greeting. Somewhat uneasily, they answer back.

"I am from Minas Tirith, and I was sent here to make a new map of Weathertop. Don't you find the ruins fascinating? I do!" you say. The men relax visibly at your friendly words. They invite you back to their camp for a drink.

- ***If you accept the invitation, turn to 490.***
- ***If you refuse, turn to 361.***

290 *Time: 10*

You have your doubts about reentering the tunnels, but you are desperately eager to win the Staff of Truth, and you fear that the treasure may be in the hands of the Orcs. Gathering your courage, you take a deep breath, steeling yourself to face the Orcs.

You cautiously sneak back down the tunnel, hoping that the Orcs are not expecting you. You were mistaken; you run into 3 guards watching the entrance. You must fight the Orcs.

(Each of 3 **ORCS** OB:0 DB:0 EP:20)

- *If you defeat the Orcs, **turn to 446.***
- *If the Orcs defeat you, **turn to 347.***
- *If you successfully run away, **turn to 147.***

291 *Time: 15*

You turn and leave the forest, pleased to be free of the Haradrim. Just as you reach the edge of the trees, you feel something whistle by. Turning, you see the men racing toward you with drawn weapons. They seem determined to capture you or kill you. *You are surprised; **turn to 542.***

292 *Time: 10*

You manage to kill four Orcs; but the rest overwhelm you with sheer numbers. You are bound and knocked out. ***Turn to 100.***

293 *Time: 5*

You enter a large cavern with passages leading north and south. Moldering barrels of dried foodstuffs line the cavern walls.

- *If you go north, **turn to 269.***
- *If you go south, **turn to 256.***

294 *Time: 5*

Your tourniquet was ineffective against the adder's deadly poison. You die of snakebite — your mission uncompleted. Tough luck adventurer, ***your quest ends.***

295 *Time: 30*

"I think you would have your best success looking here and here," he says, pointing to two regions on your map (6E and 12E). "Those areas have excellent possibilities of having caves. I'm sorry we can't stay and help you search; this is an interesting problem." You thank the Dwarf profusely for his help. ***Turn to 317.***

296 *Time: 5*

Once again you are shaken awake. ***Pick a number:***

- *If 2-9, **turn to 451.***
- *If 10-12, **turn to 261.***

297 *Time: 15 Exp Pt: 2*

You easily manage to outdistance your pursuers. When you stop to rest, you decide to search for a less troublesome

entrance to the caverns below Weathertop. You are in space 10B, ***move on.***

298 *Time: 120 Exp Pt: 6*

You wake up in a dark cavern filled with a rushing noise. Hamwich is bending over you cutting off strands of web. "Shh," he whispers. "That creature hung you up to eat later. I dragged you from the lair while it was somewhere else." You get to your feet, and look around. *You have lost all of your equipment except for what Hamwich has saved for you: your map, 4 meals, and a dagger.* ***Pick a number*** *and increase your damage taken by that amount.* ***Turn to 476.***

299 *Time: 5*

You stand on a small landing with a tunnel leading east, a ledge running south along the edge of an underground river, and a body of water to the west and north. You suspect that you have come to the bottom of the caverns, but in the murky darkness it is impossible to tell; the opposite shore could be ten yards or a mile away for all you can see.

- *If you go south,* ***turn to 376.***
- *If you go east,* ***turn to 205.***
- *If you start swimming across the water,* ***turn to 109.***

300 *Time: 10*

The room is bare except for the 12 columns, a few carvings on the wall, and the stream. You admire the clear swift water of the stream.

- *If you drink from the stream,* ***turn to 479.***
- *If you wade into the stream to examine it,* ***turn to 214.***
- *Otherwise,* ***move on.***

301 *Time: 5 Exp Pt: 4*

You stand on a 300 foot long landing along the bank of an underground river. A tunnel opens off to the west. Even under the light of the gem, the water is black and unwholesome. Across its wide expanse, you can see a large square structure fronted by a raised landing. The river seems to serve as a moat for the structure.

The building's blocks are smooth, square, and fit together without mortar. A massive wooden door is placed in the

center of the structure; a walkway leads from it to the landing. You feel a strange tingling; you instantly know in your heart that the Staff of Truth lies somewhere in that ancient holy place. But first you must cross the ominous expanse of water between you and the bank. With no bridge and no boat, you have few choices.

The inky black water gurgles softly as you kneel on the ledge to study it more closely. You recall warnings about deep water and step back to consider your options. ***Turn to 340.***

302 *Time: 5*

The Kraken does not appear. *You must fight the Haradrim. If you attempt to run away during this fight, reduce your running bonus by 2.* ***Turn to 436.***

303 *Time: 90*

The men refuse to answer all your questions when they awaken, and you are unwilling to use torture. ***Turn to 531.***

304 *Time: 10 Exp Pt: 2*

You hear directions from the staff in your mind. ***Turn to 557.***

305 *Time: 10*

You take off wildly down the corridor, the ghoulish, guttural cries of the Orcs ringing in your ears. In your confusion you realize that you have completely lost your sense of direction and have no idea where you are. ***Pick a number and add your Running bonus:***

- *If 2-5,* ***turn to 547.***
- *If 6-12,* ***turn to 207.***

306 *Time: 5 Exp Pt: 1*

You slip down the sides of the well, but somehow manage to catch hold of the rope and recover. *Increase your damage taken by 6.* ***Turn to 515.***

307 *Time: 10 Exp Pt: 17*

You breathe a sigh of relief; you have killed the spider! You glance about the web anxiously but see no other spiders. Pulling Hamwich free of the web, you relight the torch. You see a small dark cave on the cliff face. "That must be the thing's lair," you say. "Come on." ***Turn to 200.***

308 *Time: 10*

You cautiously wade into the pool searching for a secret compartment. You become very wet, but find nothing. ***Turn to 184.***

309 *Time: 5 Exp Pt: 3*

You manage to break away, but as you and Ham move away one of the tentacles lashs out and seizes the Staff, pulling it below the surface of the water. ***Turn to 512.***

310 *Time: 45 Exp Pt: 1*

Prudently, you light a torch and slip into the cave. The air is dank and close. As far as you can tell, the passage continues straight for some time, and no side passages lead from it. The passageway slopes down into the hill and is just wide enough for you to walk down. You pause occasionally to mark the wall with chalk, for fear of getting lost. Your map gives no clue as to where you might be.

The passage bends sharply, and you see a small figure cowering against the wall. You almost drop your torch in your surprise. In the dim light, you see a small emaciated Hobbit, who looks as if he hasn't eaten or seen daylight in a month. When you both recover from your astonishment, the Hobbit begins to speak.

"My name is Hamwich Tunnelly. I escaped from the Orcs who live in the caverns," he says breathlessly. "I've been looking for a way out for weeks!"

Terror grips your heart. "Are all the caves below Weathertop full of Orcs?" you ask. You are not certain that you want to hear the answer.

"No, just a few," replies the scrawny, bedraggled Hobbit. "There aren't many Orcs, and they're scared to go into a lot of the caves. That's how I escaped." Much relieved, you explain your quest to the Hobbit, showing him your map of the caverns. "That's nothing like where the Orcs live," says the Hobbit, shaking his head. You realize that it might be useful to have a guide of sorts to the caverns, and you offer him a job. He accepts gratefully, and you give him some food to eat. The starved Hobbit gobbles down half your food supply. ***Turn to 518.***

311 *Time: 5*

After weighing the various risks, you decide to press on and search for the Staff of Truth. You are unwilling to risk its destruction at the hands of the Orcs. ***Move on.***.

312 *Time: 10*

You find nothing of interest in the chamber except for the pool of water.

- *If you drink from the pool,* ***pick a number*** *and add your Magical bonus:*
  - *If 2-5,* ***turn to 119.***
  - *If 6-8,* ***turn to 429.***
  - *If 9-12,* ***turn to 493.***
- *Otherwise,* ***move on.***

313 *Time: 15*

You explore the passage raising clouds of ancient dust. The walls are covered with grime, but you can see nothing unusual. ***Move on.***

314 *Time: 10*

The passage levels off after a short distance and then continues straight. It ends in a cavern filled with a beautiful clear light. ***Turn to 495.***

315 *Time: 10 Exp Pt: 30*

You have temporarily defeated or dispelled the creature. You feel awful; *increase your damage taken by 6 due to the cold.* Slowly you get to your feet and go on your way. ***Turn to 162.***

316 *Time: 10*

"Hamwich Tunnely at your service. I was captured by the Orcs weeks ago, but I escaped. Only I'm afraid the entrance is guarded, and I don't want them to see me. Perhaps there's a way out beyond that wall." You explain your quest for the Staff of Truth to the Hobbit. "I'm certain that the Orcs don't have anything precious like that. If they did they'd talk about it. I've never heard them mention it. The Orcs don't come here. I think they're afraid. If you help me escape, I'll help you try to find the Staff." ***Turn to 270.***

317 *Time: 20*

The Dwarves have soon finished their meal and are on their way. You wish them a pleasant journey and return to your quest. ***Move on.***

318 *Time: 5*

You hear the chilling calls of Orcs shouting to raise the alarm. You must run or fight!

- *If you decide to stand and fight,* ***turn to 471.***
- *Otherwise,* ***Pick a number*** *and add your Running bonus:*
  - *If 2-6,* ***turn to 305.***
  - *If 7-12,* ***turn to 536.***

319 *Time: 10 Exp Pt: 17*

You have somehow killed the giant spider, though you have little memory of the fight. ***Turn to 236.***

320 *Time: 5*

After a few minutes, Ham begins to tremble and shake. You realize that moving will help keep him warm. ***Turn to 480.***

321 *Time: 5*

You whisper your answer to the Hobbit.

- *If you or the Hobbit obtained a book called "The Complete and Annotated Riddles of the Western Lands",* ***turn to 203.***
- *Otherwise,* ***turn to 525.***

322 *Time: 10*

You are at an intersection, with passages heading north, south, and east. You see a glimmer of light to the east and think that the southern tunnel seems a little less travelled.***Pick a number*** *and add your Trickery bonus:*

- *If 2-5,* ***turn to 210.***
- *Otherwise:*
  - *If you go north,* ***turn to 189.***
  - *If you go south,* ***turn to 438.***
  - *If you go east,* ***turn to 488.***

323 *Time: 10*

As you move along the stairs, the Hobbit cautiously tests most of the steps to see that they are sound. They are.

A small alcove to one side attracts your attention. It is more like an air shaft. Without warning, you are surrounded by hundreds of tiny claws, and the air is full of whirring. The Hobbit shrieks and drops to the ground, covering his head with his hands. You wave your hands in the air, frantically trying to beat off hundreds of bats.

- *If you try to avoid the bats,* ***turn to 101.***
- *If you fight the bats,* ***turn to 541.***

324 *Time: 10*

The passage bends so that it heads to the west and to the south.

- *If you go south,* ***turn to 220.***
- *If you go west,* ***turn to 504.***

325 *Time: 30*

Stopping to catch your breath, you hear the faint sounds of voices coming from the small patch of forest not far away. (*Space 3F.*) The voices sound harsh and unpleasant; their accent and intonation is unfamiliar. ***Move on.***

326 *Time: 10 Exp Pt: 35*

Somehow you manage to slash at the creature, cutting through one of the tentacles. You slash at several other "arms" as they seize you, and the creature backs off, content to call the encounter a draw.

- *If you head towards the stone structure,* ***turn to 505.***
- *If you head towards the landing,* ***turn to 111.***

327 *Time: 5*

You enter a cavern with a narrow, jumpable chasm in the middle and passages exiting to the east and west. You hear a rushing sound coming from the chasm.

- *If you go east,* ***turn to 182.***
- *If you go west,* ***turn to 359.***

328 *Time: 10 Exp Pt: 2*

Your spell reveals that the book is magical, though in what way you are not sure. The pendant will allow you to speak and understand all languages. ***Turn to 164.***

329 *Time: 5*

The passage stops abruptly, blocked by a wall of stone.

- *If you search the corridor,* ***turn to 108.***
- *If you head back the way you came,* ***turn to 478.***

330 *Time: 10*

You continue to watch the two men. Their actions, though not overtly suspicious, still continue to make you uneasy.

They are still unaware of you.

- *If you talk to the two men,* ***turn to 534.***
- *Otherwise,* ***take an action:***
  - *If a fight results,* ***turn to 542.***
  - *If you outsmart your foes,* ***turn to 531.***

331 *Time: 5 Exp Pt: 2*

The Orc was ready for you. The last thing you remember is his sword coming down on your head, as you fall to the ground unconscious. ***Turn to 347.***

332 *Time: 10*

This corridor has four rooms opening off of it. *If you explore the rooms,* ***turn to 143;*** *otherwise,* ***turn to 256.***

333 *Time: 5*

You reach for the bag, curious about its contents. You feel a sharp pain in your hand, and see a tiny dart sticking in your thumb. ***Pick a number*** *and add your Magical bonus:*

- *If 2-3,* ***turn to 235.***
- *If 4-8,* ***turn to 115.***
- *If 9-12,* ***turn to 176.***

334 *Time: 10*

You fight desperately against the creature, surprised that the Staff does not somehow come to your aid. Maybe this staff is not really the Staff of Truth. You scream as the tentacles wrap themselves around your legs and body, dragging you to a watery grave. ***Your quest is over.***

335 *Time: 25*

The sides of the shaft are slippery, and you are numb with cold. You ascend slowly and carefully, terrified of falling. ***Pick a number*** *and add your General bonus:*

- *If 2-3,* ***turn to 457.***
- *If 4-8,* ***turn to 418.***
- *If 9-12,* ***turn to 122.***

336 *Time: 10*

A particularly large pile of rocks perched precariously on the slope catches your eye.

- *If you climb among the rocks,* ***pick a number*** *and add your General bonus:*

- *If 2-5 turn to 344.*
- *If 6-12 turn to 168.*
- *Otherwise, move on.*

337 *Time: 10 Exp Pt: 3*

You hear a rustling behind you. You turn just as six Orcs catch you in a flying tackle. They grin with satisfaction as they tie you securely, kicking and bruising you in the process. You take five hits. The last thing you see before they knock you unconscious is their smiling, fanged, faces. ***Turn to 347.***

338 *Time: 5*

You move quickly to attack the figure. Before you close the distance between you, you see a six foot long white staff with a deep blue jewel appear in his hands. You hear a voice say, "Such rashness does not show worthiness. To attack an unknown, unarmed figure without provocation is the act of a madman or a cutthroat." ***Turn to 390.***

339 *Time: 5 Exp Pt: 2*

You hear a splash behind you, and turn to see the Hobbit disappear beneath the surface of the water. You run through the water, searching for your companion. He bobs quickly to the surface, and you see a slimy black tentacle wrapped around his waist. You draw your weapon and begin slashing at the monster. *You must fight the Kraken. Since you are on the stepping stones, add 2 to your DB for this fight only.* ***Turn to 240.***

340 *Time: 5*

From where you and Ham stand on the edge of the landing, the water seems to be only two to three feet deep.

- *If you wade into the water, turn to 407.*
- *If you search for a more shallow area, turn to 475.*
- *If you go down the passage to the west, turn to 484.*

341 *Time: 15 Exp Pt: 3*

The tunnel opens into a small cavern filled with a soft, glowing light. Passages exit to the west and south. The room is perfectly symmetrical; the ceiling has been carved into a dome and is covered with beautiful harmonious patterns. The light comes from a crystal globe suspended from the

ceiling with golden chains. Stone benches are set in a circular pattern around a stone table. When you search the room, you find that it contains nothing else, but Hamwich just then calls you over the stone table. Carved into its surface is a copy of your map! You are on the right track. Excited and happy, you continue your journey.

- *If you go south, **turn to 413**.*
- *If you go west, **turn to 327**.*

342 *Time: 5*

You have been slain by the Skeleton! Better luck next time. ***Your quest is over**.*

343 *Time: 5 Exp Pt: 6*

You manage to beat off the attack of what seems to be a Kraken. You scramble back onto the landing just as more tentacles reach for you. ***Turn to 299**.*

344 *Time: 35*

You slip and twist your ankle. *Increase your damage taken by 4. **Turn to 336**.*

345 *Time: 10 Exp Pt: 2*

You hear a soft "Thonk!" as three bolts are fired from a trap mechanism concealed in the wall. *Make 3 attacks against yourself using the following bonus:* **OB:2**.

Ham points to a tripwire which you both overlooked. He neatly disconnects it, muttering under his breath about his stupidity. The bolts were all aimed at about chest level on a human, so they flew over Ham's head. ***Turn to 324**.*

346 *Time: 5*

You notice that the man's hand passes over one of the cups for just an instant; it could be nothing at all, or did he drop something into the cup?

- *If you accept the drink, **turn to 477**.*
- *If you refuse, **turn to 379**.*

347 *Time: 120 Exp Pt: 10*

When you awaken, you are being carried through the caverns by a small group of smelly, gruesome, fanged Orcs. You are soon confused by the many twisting and turning passages. The Orcs bring you into a cavern and drag you to the bottom step of a throne of crude stones. On it sits

an Orc only slightly larger than his companions, but nonetheless terrifying. He is dressed in chainmail and carries a gleaming scimitar; his claws and fangs appear long and sharp. In his crude Common Speech, he questions you about what you are doing in Weathertop. You explain, trying to keep the fear out of your voice, that you were exploring the ancient ruins out of curiosity. You apologize as politely as you can for disturbing them. The Orc leader seems unconvinced and begins to rifle through your possessions. They seem pleased with your money and food, but with a curse of disgust, take your pouch of herbs and fling it away into a far corner of the room.

"We can always use an extra slave. Take him away." With cries of satisfaction and laughter Orcs seize you. You recoil from their foul breath and sharp fangs, terrified of their cruel, curved sabres and clawed hands. Delighted by your fear, they drag you down the passage way. ***Turn to 435.***

348 *Time: 120 Exp Pt: 5*

The Crebain attack you relentlessly, scratching and pecking at your arms and legs. Finally you drop to the ground. When you awaken, the Crebain are gone along with the weapon you were using and some of your meals. ***Pick a number and lose that many meals. Move on.***

349 *Time: 25*

You run like a hare over the slopes of Weathertop, leaping over rocks and avoiding the treacherous vines. Your opponents are tenacious in their pursuit, however, and the three of you play quite a game of hide and seek. They seem most eager to catch up with you and have a chat. Fortunately, you manage to elude them every time; the terrain of Weathertop is tougher on the larger, heavier men.

Finally, after what seems like an age, you collapse on a convenient rock. You have outdistanced your pursuers, but for how long? Perhaps four more men are on the slopes searching for you; or maybe they are in the caverns below the mountain at this moment, nearing the home of the Staff of Truth. If so, then you better find the caverns soon and reach the Staff before they do! ***Move on in a random direction.***

350 *Time: 15*

You cautiously sneak back down the tunnel, relieved at your narrow escape. You have avoided the Orcs for the time being. As you backtrack you realize that the Orcs looked relatively small and weak, and poorly armed. They certainly are not the sort of Orcs who might possess great treasures like the Staff of Truth. Perhaps, you think to yourself, the Orcs have never set eyes upon the Staff and are completely unaware of its existence. With a mixture of apprehension and optimism, you realize that there could be any number of caverns beneath Weathertop, made by man and nature. You pause and examine the walls of the tunnel. Its rough natural rock formation bears no resemblance to the orderly formations upon the map. To complete your quest you decide to seek caves that have been made by human hands. ***Turn to 322.***

351 *Time: 10*

As the passage continues, you become increasingly uneasy, for you sense that danger is very near. Your steps become even slower, and you constantly glance behind you, afraid that something will creep up to you out of the darkness. Suddenly a figure materializes out of the shadows, but you are ready for it. ***Turn to 463.***

352 *Time: 150 Exp Pt: 6*

You awake as Ham is cutting the sticky strands that enfold you. "Don't ask me how I killed the thing," says Ham, breathing heavily and gesturing at the spider's body. "I don't know myself." ***Turn to 236.***

353 *Time: 5*

You come to an intersection with passages to the north (sloping down), to the east (sloping down), and to the west (sloping up). You shine your torch into the tunnels, but they all look the same — dark.

- *If you go north,* ***turn to 267.***
- *If you go east,* ***turn to 417.***
- *If you go west,* ***turn to 248.***

354 *Time: 20*

The tracks begin to seem awfully familiar to you; they are just like Orc tracks, matching them perfectly in every detail.

You are in a dilemma: should you continue to search for the Staff, in spite of the Orcs, or should you go to Bree and find help. You had not anticipated the presence of Orcs.

- *If you decide to go to Bree for help,* ***turn to 503;***
- *Otherwise,* ***turn to 311.***

355 *Time: 5*

The figure grows dark and larger as he says, "The staff reveals that you and your faithful companion Ham found treasure during your adventures, and you did not split it with him. A worthy recipient of the staff would never do such a thing." ***Turn to 390.***

356 *Time: 5*

You hear a noise behind you; spinning about, you see an Orc raising his sword to attack you. *You are surprised and must fight the Orc:*

(**ORC** OB:1 DB:0 EP:24)

- *If you defeat the Orc,* ***turn to 185.***
- *If the Orc defeats you,* ***turn to 347.***
- *If you successfully run away,* ***turn to 488.***

357 *Time: 5*

Your pursuers run you down. You are trapped. ***Turn to 522.***

358 *Time: 120 Exp Pt: 2*

The last thing you remember before you lose consciousness is the laughter of the Haradrim. When you awake they have vanished with the Staff. ***Turn to 166.***

359 *Time: 5*

You stand in a small, circular chamber. Steel rings leading up to the ceiling are set in the wall glinting in the torchlight. They are still bright and strong, centuries after their construction. There is no doubt in both your minds that you have discovered a secret chamber of the Dúnedain of Amon Sûl. The walls of the shaft are perfectly smooth and circular, and a single passage leads out to the east.

- *If you go east,* ***turn to 383.***
- *If you climb up to the ceiling,* ***turn to 232.***

360 *Time: 5*

You slip and realize that you will never make it in time. You spin and draw your weapon. ***Turn to 471.***

361 *Time: 10*

You find the presence of Haradrim on Weathertop disturbing, and are certain that they are up to no good. You refuse their invitation to sit down but instead stand watching them. You glance uneasily at the six horses, wondering where their companions might be. Are they inside Weathertop?

After a few minutes of tense but seemingly casual conversation, you say farewell and turn to go. ***Pick a number*** *and add your Perception bonus:*

- *If 2-6,* ***turn to 291.***
- *If 7-12,* ***turn to 388.***

362 *Time: 10 Exp Pt: 2*

Regardless of the cold, you are eager to complete your quest and press on into the room. It is filled with a strange, eerie mist. Before you proceed any further, you are gripped by a cold so chilling that you collapse to the ground. ***Pick a number*** *and add your Magical bonus: If 2-7, increase your damage taken by 6; If 8-12, increase your damage taken by 3.*

You stagger to your feet, numbed by shock, and cry out. Before you looms a haggard figure clad in tattered finery and filthy jewels, a Wight! He reaches an icy clawed hand toward you, but you manage to step back. He seems to have a sword and shield, but you realize that they are an illusion.

"Halt!" he hisses at you in a terrible voice. "No one passes without my leave, for I am the guardian of the way." Considering the cold he commands, you are not inclined to argue. "What do you wish of me?" you ask, trying to sound brave and fearless.

The creature's lips twist into a horrible smile. "A game, yes, a game! We will play a little game." Each word releases puffs of cold air that force you back. "What sort of game?" you ask, failing to keep the fear out of your voice.

"Riddles," he says icily. "If you lose... I will devour you! If you win, I will let you pass."

- *If you play the riddle game,* ***turn to 274.***
- *If you fight,* ***turn to 230.***
- *If you try to run away from the Wight,* ***turn to 155.***
- *If you try and run past the Wight,* ***turn to 416.***

363 *Time: 15 Exp Pt: 3*

You climb up the pile of rocks searching for an entrance to the caves. ***Pick a number*** *and add your Perception Bonus:*

- *If 2-8,* ***turn to 239.***
- *If 9 or more,* ***turn to 160.***

364 *Time: 5 Exp Pt: 20*

As you back along the edge and the Haradrim advance, a horrible thought comes to mind: what if the Kraken grabs you too? Even as you begin to edge away from the water in response to this thought, a mass of tentacles erupt from the water and grab you and the two Haradrim. Hindered by their heavy armor, the Haradrim are quickly pulled in and under the water. But you have a chance to pull free before being drowned. ***Pick a number*** *and add your General bonus:*

- *If 2-6,* ***turn to 268.***
- *If 7-12, you pull away,* ***turn to 148.***

365 *Time: 10*

You turn down the unknown passage, relieved that the dangers will be illuminated clearly. At least nothing can creep up out of the darkness, and any other chasms you find will be lighted, so you need not fall into them unaware.

You soon have cause to thank the lady. ***Pick a number*** *and add your Perception bonus:*

- *If 2-7,* ***turn to 206.***
- *If 8-12,* ***turn to 484.***

366 *Time: 15 Exp Pt: 10*

When you answer, "A mountain," the Wight gives a cry of despair. At this point, Ham steps forward and asks:

"A box without hinges, key, or lid,
Yet golden treasure inside is hid."†

The Wight, puzzled by his riddle, considers it for quite some time. Finally, Ham becomes impatient and yells, "Answer now, or let us by!" The Wight glows bright for a moment and then vanishes with a shriek. The mist clears and the room becomes warmer.

Ham says with smug satisfaction, "The answer was Eggs. I read that one in a book written by my fifth cousin, the famous Bilbo Baggins. It was titled, 'There and Back Again'. I guess the Wight isn't familiar with classics of literature." ***Turn to 162.***

367 *Time: 25 Exp Pt: 1*

You make it to the top of the shaft with no trouble. ***Move on.***

368 *Time: 20 Exp Pt: 6*

You are fascinated by the room. With a thrill, you realize that you are probably standing in one of the oldest mannish structures upon Middle-earth. You study the walls, admiring the way the heavy stone blocks fit together without mortar. Amazingly, the walls show little sign of decay, and except for the dust are in perfect condition. You wonder if it is magic or skill that has preserved the walls.

- *If the amount of time that has passed since you began this adventure is more than 4 days,* ***turn to 502.***
- *Otherwise,* ***move on.***

369 *Time: 150 Exp Pt: 5*

You wake up in a dark cavern filled with a rushing noise. Hamwich is bending over you. "Shh," he whispers. "I dragged you from the lair while it was chuckling over your belongings. We can't get back to the surface without going

past it again. I think we better go that way." He points to a dark tunnel. "Come on. Watch out for the chasm." You get to your feet slowly and follow your companion. *You have lost all of your equipment except for what Hamwich has saved for you: your map, 2 meals, and a dagger.* ***Pick a number*** *and decrease your hits taken by that amount.* ***Turn to 182.***

370 *Time: 15 Exp Pt: 1*

You begin to examine the walls of the chamber, searching for a secret compartment. Your efforts are rewarded; a section of the wall swings outward revealing a small cubbyhole. In it are the remains of some ancient and rotting robes, some thickly encrusted black ornaments, and some gold jewelry. You find a small gold circlet, some gold bracelets, and a short golden rod set with a round green gem, worth about two hundred gold pieces. All of the pieces are elaborately worked. You examine your discoveries thoroughly, but cannot detect any hint of magic about them.

- *If you pocket all of your discoveries,* ***turn to 514.***
- *If you split them with Ham,* ***turn to 406.***

371 *Time: 10*

You step into the shallow pool, touching the tiles with your hand. You are soon thoroughly soaked but satisfied that none of the tiles conceal a secret compartment. ***Turn to 401.***

372 *Time: 10*

You and Ham leave the Holy place, confidently and proudly holding the Staff in your hand, secure in the knowledge that it will guide you safely out of the caverns. You walk to the edge of the water with no fear from whatever creatures may dwell beneath the surface.

Your idyllic reverie is shattered by the sound of black tentacles whipping out of the water towards you. *You must fight the Kraken of the deeps.*

(**KRAKEN** OB:4 DB:1 EP:23)

- *If you defeat the Kraken,* ***turn to 434.***
- *If the Kraken defeats you,* ***turn to 334.***
- *If you successfully run away,* ***turn to 309.***

373 *Time: 20*

When you are almost at the top of the shaft, you loose your footing and start to fall. ***Pick a number*** *and add your general bonus:*

- *If 2-3,* ***turn to 491.***
- *If 4-8,* ***turn to 510.***
- *If 9-12,* ***turn to 229.***

374 *Time: 25*

You stretch a few times to remove the stiffness from your limbs, and then you are underway. The Hobbit leads you through the dark and smelly tunnels, pausing frequently to listen for the sounds of Orcs. Luck seems to be with you; the Orcs appear to be sleeping particularly soundly after this night's earlier adventures. After a time the Hobbit's steps become slower and even more careful. You are approaching the exit. Together you creep down the narrow passage, fully expecting to meet Orc guards. The Orcs are too careless even for that, and a few minutes later you are standing in the bright mid-morning sunlight on the slopes

of Weathertop (space 10B). You have confirmed the rumours of caverns beneath Weathertop, but are no closer to finding the Staff of Truth.

You pull out your tattered map and study it. It shows no sign of an entrance to the caverns.

- *If you decide to return to Bree for help,* ***turn to 503.***
- *If you decide to return to the Orc caverns,* ***turn to 175.***
- *If you decide to search for another entrance,* ***turn to 120.***

375 *Time: 10*

The leather crumbles and cracks at your touch and some ancient golden jewelry falls to the floor. You quickly retrieve it; there is a golden necklace and three bracelets, all intricately worked.

- *If you pocket all of your discoveries,* ***turn to 514.***
- *If you split them with Ham,* ***turn to 406.***

376 *Time: 5*

You are at an intersection where a ledge runs north and south along the edge of an underground river. In addition, a passage slopes up to the east.

- *If you go north,* ***turn to 378.***
- *If you go south,* ***turn to 480.***
- *If you go east,* ***turn to 504.***

377 *Time: 10 Exp Pt: 10*

The bear is larger and fiercer than you anticipated, and your puny attacks serve only to irritate him. He charges you, with surprising speed, pinning you to the ground. The last thing you remember is the bear's foul breath and hungry eyes. ***Your quest is over.***

378 *Time: 10*

It is impossible to see much in the torchlight. You move along carefully, until you find yourself on a small landing. ***Pick a number*** *and add your General bonus:*

- *If 2-6,* ***turn to 382.***
- *If 7-12,* ***Turn to 299.***

379 *Time: 10 Exp Pt: 1*

You refuse the cup of wine that the men offer you, explaining that wine makes you sleepy. They seem to accept your

explanation at face value and do not press you to drink. The men seem very courteous, and you feel slightly guilty for suspecting them of treachery. Still, Weathertop is a long way from the mens' homes in Harad, and relations between Gondor and that country have not been exactly friendly during recent centuries. So you try to maintain your guard and watch them closely.

One of the men seems particularly interested in the history of Gondor. Speaking in a heavily-accented Westron, he engages your attention with several interesting and well-informed questions about the recent war, queries which seem harmless enough. He is voluble in his criticism of his King, who sided with Sauron against Gondor, and you find him very sympathetic. He notices your glance at the horses.

"Our friends are off exploring," he says. "They will be back soon." ***Pick a number*** *and add your Perception bonus:*

- *If 2-5* ***turn to 539.***
- *If 6-12,* ***turn to 131.***

380 *Time: 30*

The pile of boulders is large, and it could take you several hours to explore it thoroughly. Carefully you begin to climb, searching for a clue. The gnats and mosquitoes are relentless, and you are hot, scratched, and irritable by the time you make it to the top of the pile. Frustrated you keep searching, beginning a careful descent.

Luck is with you; you notice a dark shadow behind some vines where there should be rocks. Eagerly, you tear away the vines, and uncover a small cave mouth. *If you enter the cave,* ***turn to 310;*** *otherwise,* ***move on.***

381 *Time: 5*

You come to an intersection with passageways running north, south, and east. ***Pick a number*** *and add your Trickery bonus:*

- *If 2-5,* ***turn to 210.***
- *Otherwise:*
  - *If you go north,* ***turn to 322.***
  - *If you go south,* ***turn to 478.***
  - *If you go east,* ***turn to 387.***

382 *Time: 5*

You lose your footing on the wet surface of the landing and slip into the water. Before you can climb out, you feel something slimy and strong close around your leg, pulling you under. You scream for help and draw your weapon. *You must fight the tentacle that is attacking you; you may not attempt to run away:*

(**TENTACLE** OB:2 DB:0 EP:10)

- *If you defeat the tentacle,* ***turn to 343.***
- *If the tentacle defeats you,* ***turn to 158.***
- *If you have not defeated the tentacle after you have made 3 attacks,* ***turn to 158.***

383 *Time: 5*

You decide to explore the dark passageway, curious about what it might hold. The passage is straight and smooth, and the rushing noise becomes gradually louder. You find the sound puzzling and are unable to identify it. ***Turn to 213.***

384 *Time: 10*

You freeze as the "wolf" ambles up to you. Suddenly, you realize that the creature is actually a large dog that means you no harm. ***Move on.***

385 *Time: 5 Exp Pt: 2*

As you draw your weapon to attack, the woman says, "You are very young and very rash for someone who has undertaken such a grand and ambitious quest." As she tosses you a glowing gem she remarks, "However, you have done well so far. Take this. Perhaps with it you can find the way to true enlightenment and peace of mind." Then she dives into the pool and is gone. ***Turn to 253.***

386 *Time: 5*

The Wight seems to vanish into the mist. Then you feel its icy hands on your back and hear its gloating voice. You fall into unconsciousness, a victim of the Wight's icy grasp. ***Your quest is over.***

387 *Time: 10*

The passage leads into a large, empty cavern, seemingly unused by the Orcs; passages leave to the east and west.

•*If you go east,* ***turn to 265.***
•*If you go west,* ***turn to 381.***

388 *Time: 10*

You hear a faint rustling behind you and whirl to see the men charging. They seem determined to capture you or kill you. You are prepared for them; add +1 to your Melee OB for this fight only. ***Turn to 542.***

389 *Time: 15*

The Hobbit flounders and falls several times, during the crossing, and you are obliged to retrieve him. Finally you set him on your shoulders and carry him across; it saves you both a lot of trouble. ***Turn to 226.***

390 *Time: 5 Exp Pt: 5*

The figure raises the staff above his head and says, "You are unworthy. Leave and never return. Tell the King to send a worthy carrier for the Staff." You see a blinding flash of light, and you appear outside on the top of Weathertop. Ham is standing beside you with a dazed look on his face. All the money and equipment you gained inside are gone. ***Your quest is over.***

391 *Time: 5*

Suddenly Ham jumps up and shouts, "No, no, you're wrong! The answer is 'a mountain'!"

•*If you agree with Ham and give his answer to the Wight,* ***turn to 366.***
•*If you insist upon giving your answer,* ***turn to 218.***

392 *Time: 60 Exp Pt: 2*

You explore the summit of Weathertop, spending a long time among the ruins of the ancient tower. You can still see the original layout of the tower from the ruins that remain. Still, even with the help of your map, you are none the wiser. Your search is unsuccessful, though you note that the piles of broken stone may cover an entrance to the ancient cellars. ***Move on.***

393 *Time: 5 Exp Pt: 10*

Two tentacles erupt out of the water and grab one of the Haradrim, dragging him and his heavy armor under very quickly. However, his companion moves away from the edge

of the landing as he advances towards you. He seems to be very angry. *You must fight the remaining Haradrim. **Turn to 436.***

394 *Time: 60 Exp Pt: 5*

You search the entire stone structure that is detailed on your map. You find nothing; it appears that the Haradrim have already cleaned the place out, taking everything. ***Your quest is over.***

395 *Time: 5*

One of the tiles beneath your feet sinks slightly, and you hear a rumbling noise. Heavy iron gates begin to sink across the four doorways. Frantically, you dive towards one of the doorways in a desperate attempt to escape. ***Pick a number and add your General bonus:***

- *If 2-6, **turn to 138.***
- *If 7-12, **turn to 430.***

396 *Time: 5*

The cavern may have once been a storage chamber; rotting, stinking barrels remain partially intact. A glance within them reveals ancient food, dessicated and shrivelled beyond recognition. ***Turn to 414.***

397 *Time: 5*

Ham looks hurt, but he says nothing. ***Turn to 169.***

398 *Time: 5 Exp Pt: 2*

Ignoring any misgivings, you quickly pop a berry into your mouth. After a few moments, you notice that your reflexes seem quicker. Add +2 to your General bonus for the next day. You are pleased with your discovery and may, if you wish, pick some additional berries (up to 4). ***Move on.***

399 *Time: 10*

As you ponder the riddle, the Wight seems to grow more and more excited.

- *If your answer was "a mountain", **turn to 366.***
- *Otherwise, **turn to 321.***

400 *Time: 5*

You continue to plunge your walking stick into the inky black water but meet with no success. On your sixth or seventh attempt, a black tentacle lashes out from below the

surface and wraps itself around your ankle. It quickly jerks you off your feet and pulls you into the shallow water at the edge of the landing. Ham slashes at the rubbery hide, but to little effect. *You must fight the Kraken. Since you are at the edge of the landing, add 3 to your DB for this fight only.* ***Turn to 240.***

401 *Time: 25*

You explore the room thoroughly, studying the carvings on the wall, deciding that they are decorative rather than informative. You turn your attention to the pool in the center of the room. The water is clear and bright, and completely free of any dust or dirt. The bottom of the pool is lined with beautifully carved tiles of white marble.

- *If you drink some water from the pool,* ***turn to 170.***
- *If you enter the pool to examine the tiles,* ***turn to 371.***
- *Otherwise,* ***move on.***

402 *Time: 10*

You recall that the healers of Minas Tirith steep withered purple berries in boiling water and administer the drink to people with high fevers. This could possibly be the same berry, enchanted in some way to grow deep beneath the earth. *You may pick up to 6 berries.*

- *If you eat a berry,* ***turn to 258.***
- *Otherwise,* ***move on.***

403 *Time: 5*

You lose your grip on the rope. You plummet down and are killed. ***Your quest is over.***

404 *Time: 5*

Cautiously you back down the corridor. ***Pick a number*** *and add your Trickery bonus:*

- *If 2-5,* ***turn to 210.***
- *If 6-12,* ***turn to 350.***

405 *Time: 10*

Tying the rope around your waist, you begin the long climb. ***Pick a number*** *and add your General bonus:*

- *If 2-5,* ***turn to 373.***
- *If 6-12,* ***turn to 367.***

406 *Time: 5*

Ham thanks you profusely, and stuffs his share into his pockets. ***Move on.***

407 *Time: 10*

You wade into the water, followed by Ham. The water comes to your waist and to the Hobbit's neck. You are not far from the bank when you feel a slimy tentacle close around your ankle. A Kraken has a hold on you! *You must fight the Kraken and you may not "run away" due to the deep water.* ***Turn to 240.***

408 *Time: 10 Exp Pt: 2*

Full of hope and optimism, you advance to the pool. A long white staff tipped with a pale blue gem lies at the bottom. Reverently you reach forward into the water and gently lift the staff out. It tingles softly in your hand.

- *If you examine the staff,* ***turn to 456.***
- *If you "know" the "item analysis" spell and cast it,* ***turn to 279.***
- *If you start to leave the caverns back the way you came,* ***turn to 372.***
- *Otherwise,* ***turn to 184.***

409 *Time: 5*

"It must be an underground stream," you say. "The chasm seems to go on forever." Shining your light across the chasm, you note that though deep, it is not particularly wide. Even the Hobbit could easily jump across. You see a passage leading east from the cavern, and you are just about to discuss the crossing with the Hobbit, when you are startled by a loud fierce roar.

A large black shape comes rushing towards you. The Hobbit shrieks and drops his torch, searching for a hiding place. To your horror you realize that the creature is a Troll, who seems intent on having you and the Hobbit for supper. *You are surprised.*

- *If you fight the Troll,* ***turn to 242.***
- *If you try to trick the Troll into falling into the chasm,* ***pick a number*** *and add your Trickery bonus:*

- *If 2-4, turn to 550.*
- *If 5-8, turn to 121.*
- *If 9-12 turn to 250.*

410 *Time: 20 Exp Pt: 3*

Excited, you move closer; the rocks and vines are obscuring what looks like a small cave. Suddenly, you freeze, and a chill feeling seems to overcome your entire body. In your mind, you hear the tales of the Rangers of Ithilien, describing such caves. You have found the entrance to the caverns below Weathertop, but you come to the horrible realization that they are probably inhabited by Orcs!

- *If you decide to go to Bree for help, turn to 503;*
- *If you enter the cave, turn to 126.*
- *Otherwise, move on.*

411 *Time: 10 Exp Pt: 2*

The Hobbit is fascinated by the carvings on the floor. You join your companion in trying to decipher the unusual spiral carvings. When you kneel over a particularly beautiful piece of work, you hear a soft click. The stone floor slides from under your feet, and you fall through space into the darkness. ***Pick a number*** *and add your General bonus:*

- *If 2-5, turn to 149.*
- *If 6-12, turn to 473*

412 *Time: 20*

As you walk along, you notice that some of the vines have been trampled recently, in much the same way that you are doing in your search. On a patch of dry ground you find a clear footprint made by a soft-soled boot. You wonder who left the footprint and if he has come to explore Weathertop, like you. ***Move on.***

413 *Time: 15*

The tunnel goes on for some distance, sloping steadily downward. ***Turn to 146.***

414 *Time: 15*

In the dim torchlight, you can see that you are in a large cavern. The floor is covered by heaps of crumbling stone blocks; you carefully make your way among them. A dim

pool of shadows in the western end hints at some sort of a passage or tunnel. You advance cautiously, uncertain what may lie here. The tunnel is dark and musty. At the eastern end of the cavern, you see a staircase leading down.

- *If you decide to explore the cavern, turn to 396.*
- *If you go down the stairs, turn to 110.*
- *If you go westward down the tunnel, turn to 553.*

415 *Time: 45 Exp Pt: 2*

You pick yourself up off the floor, rubbing your new bruises. After you retrieve your torch, you take a brief tour of the cavern; it is large and irregularly shaped, and obviously of natural origins. You shine your torch around and are startled to see a tiny figure huddled against one of the walls of the cavern. After a moment of surprise, you realize that it is a shivering, terrified Hobbit. You approach him cautiously, lest he run away. He seems to relax as he sees you.

"Thank heavens you are not an Orc!" the Hobbit gasps. He is dirty, pale and very thin. "Have you got anything to eat or drink?" You wordlessly pull out some food and water and hand it to the Hobbit, who devours it gratefully. He perks up remarkably — Hobbits are very resilient, you have heard — and tells his story.

"My name is Hamwich Tunnely. I hale from Breeland," he begins, breathless. "I'd been hearing all these stories about the war and the adventures everyone had, and it came over me to do something exciting like those other Hobbits. One of them even wrote a book about his adventures! Anyway, I thought I'd start out slow, because I didn't rightly know where to have adventures. So I went to the Captain of the Guard in Bree, and he suggested Weathertop. He said that it wouldn't be much of an adventure, but it would get me the feel of the road and of travelling. When I got here, I poked around for a bit. That's when I found the cave. Only I didn't know it was full of Orcs. Well not f-f-f-full really," he stammers. "Only about fifteen of the black-blooded beasts. Enough to make trouble at any rate. I went blundering in and naturally they caught me. The Orcs were going to use me as a slave, but I escaped. I've always been a bit

of a burglar. I spent days skulking in the caves, too scared to use the main entrance. Finally I found a cavern that the Orcs had blocked off. I broke through the wall, and I've been wandering through the caves since. Seems like weeks! Except for taking the stairs that go down, this cave is the furthest I could get from the Orcs."

You are astonished and fascinated by his tale, and full of admiration for his plucky spirit. When you express concern about the Orcs, he reassures you. "Don't worry. I haven't seen an Orc in two days. They don't like this part of the caves; it frightens them." You pull out your map and show it to the Hobbit.

"No, the caves I saw don't look like this at all; neither do the Orc caverns. The Orcs live in natural caves, very ugly and filthy; these on your map must have been carved by great men. These manmade caves run through the whole place. We could try the stairs that go down."

"We must be in the ancient Dúnedain cellars of Amon Sûl!" you exclaim. "Yes," the Hobbit agrees. "I believe so. Why are you so excited?" You briefly tell him of your quest for the Staff of Truth.

"About this Staff of yours, you'll need a burglar won't you?" Amused and pleased by his company, you agree with the Hobbit. You wisely decide to sketch the caverns as you explore them. *Turn to 269.*

416 *Time: 5*

You leap forward towards the passage heading east and try to run past the Wight. ***Pick a number** and add your Running bonus:*

- *If 2-6, **turn to 481**.*
- *If 7-10, **turn to 494**.*
- *If 11-12, **turn to 285**.*

417 *Time: 15*

The passage continues downward. You sense in your mind and body that you are getting closer to the Staff of Truth; a warmth and a calm invades your every thought. You walk slowly, afraid of what ancient pitfalls might lurk in the dark passage. The torchlight is dim, enabling you to see only a few feet ahead of you. ***Pick a number** and add your Perception bonus:*

- *If 2-7, **turn to 276**.*
- *If 8-12, **turn to 351**.*

418 *Time: 15*

You slip, but manage to recover and climb to the top of the shaft. You are exhausted but relieved. *Increase your damage taken by 3. **Move on**.*

419 *Time: 10*

You splash back across the water, hoping that the Kraken will not attack you. ***Pick a number**:*

- *If 2-4, **turn to 407**.*
- *If 5-12, **turn to 340**.*

420 *Time: 20 Exp Pt: 2*

Your search of the rabbit warren reveals about a half-dozen cleverly concealed snares, some of them containing rabbits. (If you feel sorry for the rabbits, you may remove the snares.) When you stop to examine one of the snares, you notice that the long grass has been trampled; you are not the only person to have come here recently. Whoever it was has not bothered to conceal their tracks; even with no tracking skills, you could easily follow their trail southeast (4A). ***Move on**.*

421 *Time: 10*

The cavern is filled with some meager dried foodstuffs that look as though they could be the remaining winter supplies

of the Orcs. Passages leave to the east and west.

- *If you go east,* ***turn to 478.***
- *If you go west,* ***turn to 555.***

422 *Time: 5*

You turn to face another group of Orcs approaching you and find that you are surrounded by the grinning faces of Orcs who seem to outnumber you ten to one. You feel a sharp blow on the back of your head. ***Turn to 100.***

423 *Time: 10 Exp Pt: 25*

You and your companion have made short work of your foes, who lie bound and unconscious before you. You may slay them or leave them. You find 2 suits of chainmail, 2 swords, 2 daggers, 5 meals, and 3 silver pieces. ***Turn to 408.***

424 *Time: 60*

Together, you force open the ancient and rotting doors of the four chambers. You find disintegrating barrels of dessicated foodstuffs along with moldering and rotting cloth. You half- expect to find a few skeletons, but are relieved to encounter none. You can see no traces of a battle in these lower chambers. It appears that the cellars of Amon Sûl escaped the notice of the armies of the Witch-king. You feel a little more hopeful about finding the Staff of Truth. ***Turn to 256.***

425 *Time: 15*

After searching for quite a while, you are unable to find any shallower water. ***Turn to 340.***

426 *Time: 15*

You loose your footing on the slippery sides of the well, and begin to slip. ***Pick a number*** *and add your General bonus:*

- *If 2-3,* ***turn to 457.***
- *If 4-9,* ***turn to 306.***
- *If 10-12,* ***turn to 515.***

427 *Time: 20*

You search the ruins diligently, but can find nothing to help you with your quest. ***Move on.***

428 *Time: 5*

You accidently step on a branch; the loud crack reverberates

through the trees. Both men jump to their feet and look in your direction.

- *If you talk to the men,* ***turn to 534.***
- *If you flee,* ***turn to 177.***

429 *Time: 65 Exp Pt: 2*

When the water touches your lips, you immediately fall into a pleasant sleep and have the most wonderful dreams. You awaken an hour later to find a concerned Hobbit staring at you. Refreshed by the nap, you continue the quest. *Decrease your damage taken by 8.* ***Move on.***

430 *Time: 5*

You both manage to duck under the gate in the nick of time; all four gates fall into place with an ominous clang. You wonder if the room contains some great treasure since it is so well protected. You realize that there must be some way to raise the gates; you need only find it. *You are in the space from which you entered 35B. All entries to 35B are blocked until you find a way to raise the gates.* ***Move on.***

431 *Time: 10 Exp Pt: 1*

You notice that one of the tiles of the floor seems to protrude slightly. You bend down and with the help of the Hobbit, pry it from the floor. A section of the stone floor beneath it is raised slightly. "It looks like some sort of a trap," you say and the Hobbit nods in agreement. Stepping gingerly you discover three more protruding tiles. The Hobbit points up at the top of the doorway, and you see a dark crevice running its length. When you stand on tiptoes, you can just make out the bottom edge of an iron gate.

- *If you search for the trap controls,* ***turn to 521.***
- *Otherwise,* ***move on.***

432 *Time: 120 Exp Pt: 5*

You wake up in a dark cavern filled with a rushing noise. Hamwich is bending over you. "I managed to trick the Troll into that chasm over there," he says. "I'm glad you're all right. Let's go find the thing's lair. I saw a little tunnel in the corner of the cavern." You slowly follow your buoyant companion to the chamber; you have trouble keeping up with the little fellow. ***Pick a number*** *and decrease your damage taken by that amount.* ***Turn to 532.***

433 *Time: 10*

You walk along sneezing and coughing in the clouds of dust that your movements have stirred. In your eagerness to finish your quest you become careless; one of the tiles of the floor slides away and you fall into a dark and narrow pit. ***Pick a number** and add your General bonus:*

- *If 2-4, **turn to 491.***
- *If 5-8, **turn to 439.***
- *If 9-12, **turn to 448.***

434 *Time: 10 Exp Pt: 30*

You fight for your life against the sweeping tentacles of the Kraken. Suddenly the monster retreats and, seizing the Staff, pulls it below the surface of the water, disappearing from sight. ***Turn to 512.***

435 *Time: 250 Exp Pt: 5*

The Orcs carry you bound and gagged through several passageways till you lose all sense of direction. Finally they drag you to a tiny, ghastly, foul smelling alcove, where they chain you to the wall. Laughing, they return to their feasting and leave you to your fate.

You pass several lonely, terrifying hours alone in the darkness, recalling every horrible story that you ever heard about Orcs, hoping that the tales were grossly exaggerated. Exhausted and bruised, you finally fall into a fitful, restless sleep, haunted by nightmares. ***Pick a number:***

- *If 2-5, **turn to 261.***
- *If 6-12, **turn to 513.***

436 *Time: 5*

Grinning and taunting you, the first Haradrim attacks swinging his sword in vicious arcs. *Fight the Haradrim one at a time. Every other time that you attack, you may also make an attack for Ham's sling* (OB:2).

(Each of 2 **HARADRIM** OB:1 DB:2 EP:26)

- *If you defeat them, **turn to 516.***
- *If they defeat you, **turn to 511.***
- *If you successfully run away, **turn to 419.***

437 *Time: 5*

The water of the pool tastes clean and pleasant, but you

feel nothing unusual from your drink. Disappointed and relieved at the same time, you continue your quest. ***Turn to 184.***

438 *Time: 15*

You slowly begin walking down the southern branch of the corridor in the darkness. You pause every few yards to listen for the sounds of moving Orcs, eyeing the deep shadows with fear and suspicion. ***Turn to 381.***

439 *Time: 5 Exp Pt: 1*

You land hard at the bottom of the shaft, but are not seriously injured. ***Pick a number and increase your damage taken by twice that amount. Turn to 103.***

440 *Time: 5*

You are fascinated by the strange trees that have been growing undisturbed for thousands of years. The leaves are a silvery grey and the bark a deep brown. Small white berries grow in bunches of three from the branches, and the air is filled with a faint, sweet scent. You are sorely tempted to pick some of the fruit.

- *If you pick some fruit,* ***turn to 464.***
- *Otherwise,* ***move on.***

441 *Time: 20*

The tunnel is rougher than the stairs and has apparently not been used for thousands of years. You walk slowly, fearing traps and pitfalls. The light from your torches is pitifully dim, and you walk close together, seeking safety in numbers. Gradually you notice an unusual rushing noise; it becomes steadily louder as you proceed down the tunnel. ***Turn to 174.***

442 *Time: 10*

As you stop to talk to Ham, you notice that the floor looks strangely uneven. Rotting wooden boards cover a deep pit. You hear the rushing sound that you had been too distracted to notice; the pit opens up into an underground river or stream. Perhaps the pit was once an ancient well; you don't know. Sobered by your experience, you vow to be more careful in the future. The passage runs north and south.

- *If you go north,* ***turn to 259.***
- *If you go south,* ***turn to 353.***

443 *Time: 5*

You are standing on the landing in front of the stone structure. Across the water to the west is another landing with a tunnel exiting from it.

- *If you wade west towards the other landing,* ***turn to 419.***
- *Otherwise,* ***turn to 30A.***

444 *Time: 10 Exp Pt: 9*

Victory is yours; the Skeleton lies in pieces before you. The Skeleton had a shield and a mace, which you may take. ***Turn to 528.***

445 *Time: 10*

You are standing waist deep in a stream of icy, rapidly moving water. The swift current almost knocks you off your feet. The stream flows through an ancient tunnel. You have only enough rope to go a few feet downstream; it is impossible to wade through the upstream current. After a few minutes, you are numb with cold and shivering. *Increase your damage taken by 5.*

- *If you wade downstream,* ***pick a number*** *and add your general bonus:*
  - *If 2-5,* ***turn to 208.***
  - *If 6-12,* ***turn to 186.***
- *If you climb back up the well,* ***turn to 335.***

446 *Time: 10 Exp Pt: 27*

You have defeated the Orcs, but can hear the shouts of their companions. If you remain any time at all, you will have to fight another group of foul guards.

(Each of 5 **ORCS** OB:1 DB:0 EP:25)

- *If you leave immediately,* ***turn to 147.***
- *Otherwise, you must fight,*
  - *If you defeat the Orcs,* ***turn to 422.***
  - *If the Orcs defeat you* ***turn to 347.***

447 *Time: 15*

Tense and confused, you carelessly trip on a tree root and fall with a loud "Oof!" Then you hear the startled voices of the men and their approaching footsteps.

- *If you flee,* ***turn to 177.***
- *If you wait and talk,* ***turn to 289.***

448 *Time: 5 Exp Pt: 2*

You manage to flip in the air and absorb some of the impact with your legs and then rolling to the ground. ***Pick a number and increase your damage taken by that amount. Turn to 103.***

449 *Time: 15 Exp Pt: 2*

"I seek the Staff of Truth. I was sent to get it and bring it to my King," you answer. The figure turns and slowly waddles into the barrow. You see the image of the staff appear on the wall. The figure returns a few minutes later holding the Staff of white wood; the blue gem at its tip glows softly. The figure holds the staff tip-first towards you.

- *If you did not split treasure with Ham when given the choice,* ***turn to 355.***
- *If you killed any opponents that you had taken prisoner,* ***turn to 245.***
- *Otherwise,* ***turn to 114.***

450 *Time: 5*

You fall before the spider's fierce onslaught, providing him a tasty meal. Better luck next time, adventurer! ***Your quest is over.***

451 *Time: 5*

The Hobbit quickly picks the lock on your chains. You are free! You can try to slip out the entrance to the cavern, or

you can stay in the caverns and continue your search for the Staff of Truth with the help of the Hobbit, who may not be very brave, but seems to be a very good burglar. *The only equipment that you have is what the Hobbit brought you: your dagger, the map, your herbs, and 5 unsavory meals.*

- *If you decide to stay in the caverns,* ***turn to 246.***
- *If you decide to leave the caverns,* ***turn to 374.****

452 *Time: 15 Exp Pt: 1*

You and the Hobbit squeeze through the door; it is a very tight fit. The air in the room is stale and musty; the cobwebbed opening seems to have been left unused for the last millenium. In the dim light of the torch, you can see some broken furniture, a table, a couple of chairs, and the remains of an ancient bed. In one corner of the room, you can also see a chest. Broken china and rotting books from ruined shelves cover the floor. The Hobbit goes to the corner and examines the chest.

"We could open it easily enough if you want." Together, you check for traps and then pry the lid off the chest. Your initial search is disappointing; the chest contains some ancient and rotting clothing and blankets. At the very bottom you find a small leather packet. The leather cracks when you undo the bindings. In it is a small, slim book, in surprisingly good condition. The title is "The Complete and Annotated Riddles of the Western Lands." The Hobbit is delighted by the discovery, and is soon leafing through the book. A further search of the chest brings up a small pouch of fifty gold coins and a beautiful pendant shaped in the Elven characters for "speech."

- *If you "know" the "item analysis" spell and cast it,* ***turn to 328.***
- *Otherwise,* ***turn to 256.***

453 *Time: 10*

Holding the gem aloft, you cautiously begin stepping from one stone to another, with the Hobbit close behind you. ***Pick a number:***

- *If 2-4* ***turn to 339.***
- *If 5-12,* ***turn to 389.***

454 *Time: 15*

The ancient and grimy marble tiles are set solidly into the base of the fountain, and you find nothing unusual in your search of the room. ***Move on.***

455 *Time: 15*

You cautiously make your way through the cavern uneasy about the rushing sound. It becomes gradually louder as you reach the center of the cave, where a deep and dark pit yawns. The rushing sound is probably the noise of an underground river or stream at the bottom of the pit. Curious, you shine your light into the pit, but see only blackness. ***Pick a number:***

- *If 2-5,* ***turn to 266.***
- *If 6-12,* ***turn to 128.***

456 *Time: 10*

You examine the Staff, admiring the smooth wood and pale blue gem that glows softly. Enchanted, you stare into the jewel, trying to divine the item's powers. Experimentally you hold the staff at arm's length, noting that it is about five and a half feet tall. It continues to tingle pleasantly in your hand. You begin pointing it in random directions, hoping it will direct you to the safest exit. You ruefully wish that Eldamar had thought to include some instructions on using the Staff of Truth. You try to recall every detail of your conversation with Eldamar about the Staff. ***Pick a number*** *and add your Perception bonus:*

- *If 2-8,* ***turn to 498.***
- *If 9-12,* ***turn to 281.***

457 *Time: 5*

You find it impossible to maintain your hold on the slippery sides of the well. As you fall, you realize with horror that the rope has broken off of the rocky outcropping. You plummet to the bottom of the well and are killed. ***Your quest is over.***

458 *Time: 5*

As you pass out, you feel the Skeleton's claws close about your throat, choking you. You lose consciousness. ***Pick a number:***

- *If 2-5, turn to 342.*
- *If 6-12, turn to 130.*

459 *Time: 30*

"If I were you," he says, "I would try my luck in these places." The Dwarf points to several areas on the map (5C, 7C, 12E, 6E, and 11F). "Of course, I've never explored Weathertop, so I can only guess." ***Turn to 317.***

460 *Time: 5*

You barely manage to retain your footing in the icy water. ***Turn to 186.***

461 *Time: 5*

As you start towards the Hobbit, he screams and runs away. You realize that he was not threatening you, but that his scream may have warned the Orcs. ***Pick a number:***

- *If 2-8, turn to 318.*
- *If 9-12, turn to 154.*

462 *Time: 15*

Lazily, you notice that several birds are circling lower and lower, perhaps in search of food. You pay them no attention, until you feel something sharp jab you. Four Crebain sweep towards you, jabbing with their beaks and scratching you with their talons as they caw rauciously. ***Take an action.***

(**CREBAIN** (all 4) OB:-3 DB:1 EP:5)

- *If you defeat them, turn to 145.*
- *If they defeat you, turn to 348.*
- *If you successfully run away, turn to 287.*

463 *Time: 5*

Your attacker is a large Skeleton armed with a mace and shield. He does not look fast, but his eerie presence and lack of human features is disconcerting. *You must fight the skeleton.*

(**SKELETON** OB:1 DB:1 EP:21)

- *If you defeat the Skeleton, **turn to 444.***
- *If the Skeleton defeats you, **turn to 458.***
- *If you successfully run away, **turn to 353.***

464 *Time: 10*

You carefully break off a small branch of the tree, holding your breath in anticipation. Nothing happens. Gingerly you stare at the branch in your hand. The berries and leaves have a faint woodsy odor that somehow reminds you of spring and fall at the same time. You wonder if it would be safe to taste one of the berries or if it would be wiser to wait and have one of the healers in Minas Tirith identify the plant.

- If you eat one of the berries, ***pick a number** and add your Magical bonus:*
  - *If 2-7, **turn to 506.***
  - *If 8-12, **turn to 251***
- *Otherwise, **move on.***

465 *Time: 15*

Through a gap in the trees, you see a group of Dwarves with horse-drawn wagons setting up camp. If you want to go and talk to the Dwarves, you must move down the hill (to space 1A). ***Move on.***

466 *Time: 150*

"We know about your quest, and since you're so anxious to find the entrance to the caves, we've decided to help you along. You should enjoy the company of the Orcs." The men cut the ropes tying your legs and force you on a long walk along the northern and eastern slopes of Weathertop. They stop near a cave mouth and bind your legs securely.

"When they come out to hunt, our friends will get a nice surprise. You feel a blow from behind as you lose consciousness. ***Turn to 347.***

467 *Time: 20*

After sometime, your probing meets with success; you come across some water that is no more than knee deep. Eagerly, you motion Ham to the ledge. He scratches his head and looks dubious. "Are you sure there isn't a better way," he asks. "I don't fancy getting wet to the waist."

- *If you search further,* ***turn to 340.***
- *If you begin to wade across,* ***turn to 520.***

468 *Time: 5*

Slowly and carefully, you reach out and break off a small branch of the tree. You both wince involuntarily at the loud crack. The branch has a sharp, clean, spicy scent that you find invigorating. You can not recall ever having seen such a tree before.

- *If you eat one of the berries,* ***turn to 398.***
- *If you examine the branch further,* ***pick a number*** *and add your General bonus:*
  - *If 2-5,* ***turn to 173.***
  - *If 6-12* ***turn to 470.***
- *Otherwise,* ***move on.***

469 *Time: 5*

You break a branch of the tree, relishing the faint woodsy odor. The berries are pure white and shiny, and look very appetizing.

- If you eat a berry, ***pick a number:***
  - *If 2-5,* ***turn to 506.***
  - *If 6-12,* ***turn to 251.***
- *Otherwise,* ***move on.***

470 *Time: 10*

You remember old stories of a tree with fruit similar to this; legend has it that the berries improve reflexes. The tree was called Alvaren in the ancient stories, and its existence thought only to be a rumour. The only way to confirm or dispell the rumour is to eat a berry.

- *If you eat a berry,* ***turn to 398.***
- *Otherwise,* ***move on.***

471 *Time: 10*

A dozen Orcs brandishing scimitars maces, and clubs approach you, grinning and slobbering with glee.

- *If you surrender, turn to 234.*
- *If you fight, turn to 136.*

472 *Time: 120*

You almost lose your footing several times on the loose rocks and gravel; the flimsy vines provide dangerous handholds. Although you do your best to take care, you step upon a rock that gives way. You slide down the cliff and hit your head, losing consciousness.

When you awaken, you have a terrible headache and are covered with bruises. *Increase your damage taken by 4.* You get to your feet slowly, testing for broken bones, and are more than a little surprised at still being in one piece. The dust from the landslide has cleared, and you have no idea how long you have been unconscious. You are stiff and sore and have some difficulty moving. *If you search here again, return to 142 and subtract 2 from the number picked. Otherwise, move on.*

473 *Time: 15 Exp Pt: 2*

You let out an involuntary scream as the floor slides from under your feet. Through some miracle, you manage to catch hold of the edge with your fingertips. You feel yourself slipping, and your companion is too weak and small to keep you from falling. The Hobbit quickly throws a rope under your shoulders and loops it around a nearby stone block. He is just in time, for you lose your grip just as he is finished. He rushes forward to help pull you up with the rope, and slowly and laboriously you manage to make your way to the solid floor. There you lie panting with exhaustion. *Turn to 263.*

474 *Time: 15*

You wander through the area, trampling on weeds and slapping at stinging insects. You hear a rustling in the brush and whirl in time to see a large black bear break cover. The bear looks at you, and rearing up on his haunches, growls hungrily. *Take an action.*

(**BEAR** OB:2 DB:0 EP:15)

- *If you defeat the bear,* ***turn to 125.***
- *If the bear defeats you,* ***turn to 377.***
- *If you successfully run away,* ***turn to 533.***

475 *Time: 10*

You find a short stick on the landing and move cautiously to the water's edge. Slowly and experimentally, you lower the stick into the water, probing for the bottom. You feel nothing. Very carefully, you continue along the water's edge, stopping to probe its depth every few feet. ***Pick a number*** *and add your Perception bonus:*

- *If 2-5,* ***turn to 400.***
- *If 6-7,* ***turn to 425.***
- *If 8-9,* ***turn to 467.***
- *If 10-12,* ***turn to 212.***

476 *Time: 10*

You enter a cavern with a huge pit in the middle and passages exiting to the east and the west. The east passage slopes down slightly.

- *If you go east,* ***turn to 507.***
- *If you go west,* ***turn to 135.***

477 *Time: 10*

You accept the drink gladly. Soon the three of you are relaxing and chatting like old friends. After a few minutes, however, the faces of the two men blur. You begin to feel

very sleepy indeed. Although you try to stay awake, your eyes keep closing, and you slump forward, out cold. ***Turn to 204.***

478 *Time: 10*

The corridor runs north and south, curving slightly. A large cavern opens to the west. ***Pick a number*** *and add your Trickery bonus:*

- *If 2-4,* ***turn to 210.***
- *Otherwise:*
  - *If you enter the cavern,* ***turn to 421.***
  - *If you go north,* ***turn to 381.***
  - *If you go south,* ***turn to 329.***

479 *Time: 5*

The water is cool and refreshing, but it does not seem to be unusual. ***Turn to 300.***

480 *Time: 5*

The ledge is about 8 feet wide and seems to be on the east edge of the river. Thus, the ledge runs north and south. Due to distance and the darkness, you cannot see the other side of the river. For all you know, it could be a mile wide!

- *If you go north,* ***turn to 202.***
- *If you go south,* ***turn to 262.***

481 *Time: 5*

You run into the room, waving your weapon, hoping to hit the creature by accident. ***Turn to 386.***

482 *Time: 10 Exp Pt: 30*

You have permanently ruined the Troll's lunch plans. It takes you a few minutes to recover from the shock and fear. Hamwich, as buoyant as ever, joins you. He is already shining his torch around and exploring. You follow him, still slightly dazed. He points to a tunnel in a dark corner of the cavern. "That must be the lair," he says. "Let's go." ***Turn to 532.***

483 *Time: 5*

Losing your nerve when confronted by the Orc, you decide to surrender. You drop your weapons and throw your hands up into the air, saying, "I surrender," in a nervous, squeaky voice. The Orc is delighted by your compliance and loses

no time tying you securely. A few moments later, he is joined by some companions. A sharp blow to the head knocks you out cold. ***Turn to 347.***

484 *Time: 10*

The passage you are in runs east and west. In the bright light of the gem, you examine the walls and marvel at the ancient hands that cut such sturdy, straight tunnels in the hard stone. Nowhere can you see any sign of weakness or falling stones; the walls are as sound as the day they were carved. Down the passage to the east, the light glimmers, reflecting what seems to be water.

- *If you go east, **turn to 301.***
- *If you go west, **turn to 253.***

485 *Time: 10 Exp Pt: 32*

The bodies of your fallen foes litter Weathertop. You can quickly grab a sword, a shield, and 3 silver pieces. You retreat strategically to avoid any other search parties you might encounter. ***Turn to 156.***

486 *Time: 10 Exp Pt: 10*

The "wolf" lies at your feet. However, upon close examination, the poor creature is indeed an ill-kept large dog. ***Move on.***

487 *Time: 15*

You pull some rope out of your backpack. Fastening it against a rocky outcropping, you carefully begin lowering yourself down the well. You find that the shaft is slicker than you imagined. ***Pick a number and add your General bonus:***

- *If 2-3, **turn to 457.***
- *If 4-7, **turn to 426.***
- *If 8-12, **turn to 515.***

488 *Time: 5*

You step out into the daylight (at 10B). *If you return to the caves, **turn to 224; otherwise, move on.***

489 *Time: 10*

Amused by his enthusiasm, you let the Hobbit keep the book. Excited, you put the pendant and your share of the coins in your pocket. Pleased at these discoveries, you continue your quest. ***Turn to 169.***

490 *Time: 35*

The men offer you a seat by their campfire. After overcoming their surprise, they seem friendly and inclined to talk. You take the opportunity to study their strange garb and gear covertly; it confirms your suspicions that they are Southrons. You remind yourself that not all Southrons are necessarily evil. Still, hatred of the Haradrim runs high in Gondor. You also question the presence of six horses and wonder uneasily if the men have companions, and if so, where are they? Could they already be inside Weathertop? Are they too after the Staff of Truth?

The men enthusiastically describe the beauties of Weathertop, and their manners are gracious and amiable. One of them opens a wineskin and pours drinks for the three of you. Still somewhat suspicious, you watch carefully while he pours. ***Pick a number and add your Perception bonus:***

- *If 2-8,* ***turn to 194.***
- *If 9-12,* ***turn to 346.***

491 *Time: 5*

Your fall breaks your back and fractures your skull; you die instantly. ***Your quest is over.***

492 *Time: 25*

Slowly and carefully, you begin to examine the pile of rocks. After some time, you notice that the rocks appear to be covering the mouth of a cave. You eagerly remove the remaining rocks until a small cave mouth is revealed. Your heart is filled with excitement. *If you enter the cave,* ***turn to 140;*** *otherwise,* ***move on.***

493 *Time: 15 Exp Pt: 2*

You fall asleep the instant you swallow the water. You have a vision of yourself standing in a room surrounded by columns; you hear the sound of rushing water. When you look down at your feet, you see that you are standing in a clear stream of running water. *Decrease your damage taken by 8.* ***Move on.***

494 *Time: 5*

You feel a cold presence approaching you from behind.

- *If you spin around to face the Wight,* ***turn to 102.***
- *If you continue running away,* ***turn to 386.***

495 *Time: 5 Exp Pt: 3*

Enchanted and temporarily blinded by a bright light, you step forward, happy to be free of the murky torchlight. The cavern you see is natural, and beautifully colored rocks cover the ceiling; passages exit to the north (sloping down), east (sloping down), and west. A large pool of water occupies more than half the room.

Enthroned like a precious jewel, a beautiful woman sits on a pile of rough stones set in a circle near the pool. She holds a beautiful glowing gem in her hands, and smiling at you, beckons you to come forward.

- *If you approach,* ***turn to 509.***
- *If you decide to flee,* ***turn to 220.***
- *If you decide to fight,* ***turn to 385.***

496 *Time: 5*

With some effort, you manage to raise the lever and nothing happens. ***Turn to 222.***

497 *Time: 10 Exp Pt: 2*

You cast your spell, hoping that the Staff will respond to magic. Instead, you feel that It is laughing at you. "My powers are not for you to know, young one. I will guide you safely to Bree and to Minas Tirith; that is enough. You will have your reward." Vaguely disappointed, you abandon your attempts. ***Turn to 304.***

498 *Time: 15*

You continue to study the staff, but cannot discern anymore of its powers. You remember nothing in Eldamar's words that might help you.

- *If you leave the caverns,* ***turn to 372.***
- *Otherwise,* ***move on.***

499 *Time: 60 Exp Pt: 20*

Since the Haradrim are wearing heavy armor, Ham is able to dodge them and move next to the water. As the Haradrim close in along the edge of the water, black tentacles erupt from the water and grab the Haradrim, jerking them off their feet and into the water. The Haradrim disappear beneath the surface and never resurface. Ham quickly comes over to you and says, "Just in case, I dropped food

into the water early in the fight, hoping to bring the Kraken close. It really did the trick." *Your damage taken is one less than your endurance.* ***Turn to 148.***

500 *Time: 20*

After what seems like an age, you hear your companion stirring. He strikes a small flint and tinder, and in the faint light, you see an emaciated Hobbit. "I am Hamwich Tunnelly, and I escaped from the Orcs weeks ago, but I haven't been able to get out. What are you doing in the Orc caverns?" You pull out your map and quickly explain the situation to him. "What you have shown me is nothing like the Orc cavern. Wait, I know! The Orcs have blocked off part of the caverns; they're afraid to go there. The Staff could be there." You agree with the Hobbit's assessment of the situation and accept his services as a guide, offering him food and water. The Hobbit quickly consumes half your rations and, somewhat satisfied, quietly leads you through the narrow tunnel, pausing now and again to listen for the sounds of Orcs. ***Turn to 175.***

501 *Time: 5 Exp Pt: 48*

Orc bodies lie all around you; your luck is incredible. You find 8 swords and 2 silver pieces on the bodies. ***Turn to 175.***

502 *Time: 5*

You are interrupted by the faint jingling of armour, and you turn to see two dark swarthy Haradrim enter the room (from space 31A). One of them carries a 5.5' long staff tipped with a pale blue gem. They seem as surprised to see you as you are to see them. Angrily they draw their weapons, and drop the staff with a clatter. *You must fight the Haradrim; every other time you make an attack, you may also make an attack for Ham's sling* (OB:2).

(Each of 2 **HARADRIM** OB:2 DB:1 EP:25)

Ignore further Haradrim encounters.

- *If you defeat the Haradrim,* ***turn to 556.***
- *If they defeat you,* ***turn to 358.***
- *If you successfully run away,* ***turn to 217.***

503 *Time: 12 days Exp Pt: 30*

You decide that discretion is the better part of valor and

leave Weathertop. You soon find yourself traveling west on the Great East Road. In the five day journey to Bree, you see very few people. Finally you reach the shelter of the Prancing Pony and go to the Captain of the garrison. The Captain listens attentively to your story and thanks you courteously for alerting him.

"My word, and I sent that very Hobbit off to adventure in the mountain too! I never dreamed he would prove so valuable!" exclaims the Captain. "We will organize an expedition to clear the Orcs out of Weathertop. It shouldn't take long. You can come along if you like."

You thankfully agree to his proposition. Two days later you are back on the road to Weathertop. The King's soldiers make short shrift of the small band of fifteen or so Orcs that had made Weathertop their home; black blood flows. The Captain and his soldiers aid you in your search for the Staff. Together, you discover the dark cellars below Weathertop. You follow a well-worn stone staircase into the depths of the hill, encountering ancient traps and pitfalls. Your quest leads you to an underground river surrounding a stone structure. You cross the riverbank with the King's soldiers and explore the ages-old structure from top to bottom. You find nothing except footprints in the dust; clever thieves have preceeded you. ***Your quest is over; better luck next time.***

504 *Time: 10*

You come to an intersection with passages running north, east (sloping up) and west.

- *If you go north,* ***turn to 205.***
- *If you go east,* ***turn to 225.***
- *If you go west,* ***turn to 376.***

505 *Time: 15*

Exhausted by your struggle with the Kraken, you press on towards the stone structure. Ham is on his last legs; you have to virtually carry him. You are both exhausted, dripping wet and cold. ***Pick a number*** *and add your General bonus:*

- *If 2-4,* ***turn to 165.***
- *If 5-13,* ***turn to 226.***

506 *Time: 10*

The berry tastes sweet and juicy. You wait a few minutes but cannot feel any effects from the fruit. The Hobbit looks immensely relieved, but you can't help feeling a little disappointed. ***Move on.***

507 *Time: 5*

You enter the dark tunnel running east; it seems to slope down. You are optimistic and expect to recover the Staff of Truth soon. In the dim torchlight you note that the walls were carved long ago, with primitive stone tools, perhaps by the earliest of the Edain. Hamwich is remarkably cheerful and full of conversation; you are glad to have his company. ***Turn to 146.***

508 *Time: 60 Exp Pt: 2*

A few minutes later you are toasting bacon on a stick and drinking hot tea. They give no indication of being interested in your doings, which relieves you. They are on their way to the Blue Mountains, and since they will be passing through Bree, offer you a lift or to take a message.

"I'm from Minas Tirith," you explain when you refuse their offer.

"You've come a long way just to visit Weathertop," one of them comments. You wonder if you should tell the Dwarves about your quest; perhaps they could help you.

- *If you decide to tell the Dwarves about your quest, **turn to 117.***
- *Otherwise, **turn to 317***

509 *Time: 10 Exp Pt: 5*

Awkwardly, you approach the lady.

"Greetings, searchers," she says in the voice of one still underwater, "I am a daughter of the waters and a friend of the ancient men who made these caves. Your path lies to the east, down to the waters that border most ancient and holy places. You have passed through many dangers, and others still lie ahead. Your greatest foe is the darkness; therefore, I give you this." She hands you the strange, glowing gem.

"Lady," you ask, "Can you not tell us something of what lies before us?"

She shakes her head slowly. "I know only that great evil lives in the river you must cross, and that other evil awaits in the ancient holy place on the other side. Avoid the deep water at all costs. Heed the ancient warnings that the one who came before you recorded, and seek the Staff with a pure heart. Once you have found it, let its magic be your guide; it will see you safely out of the caverns. When you are once more on the surface, the jewel will be drawn to a river or stream, and thus it will return to me. Farewell." The woman dives into the pool and vanishes. ***Turn to 253.***

510 *Time: 5*

You fall again, *pick a number and increase your damage taken by that amount.* ***Turn to 405.***

511 *Time: 10 Exp Pt: 5*

You fought valiantly against your foes, but you have dropped and hover near unconsciousness. ***Pick a number:***

- ***If 2-6, turn to 215.***
- ***If 7-12, turn to 499.***

512 *Time: 10*

You have lost the Staff! Close to tears, you stagger back across the walkway (you are now at 30A). "I don't understand it," you say. "The Staff should have guided us out safely." ***Pick a number*** *and add your Perception bonus:*

- ***If 2-6, turn to 554.***
- ***If 7-12, turn to 283***

513 *Time: 60 Exp Pt: 5*

You awaken to feel something shake you. In the faint light of a flint and tinder you find yourself staring at a small, emaciated Hobbit.

"I can help you get away," he whispers, finger to his lips. "I haven't had the courage to go near the entrance. I'm afraid that it's guarded and the Orcs will see me. With someone brave, like you, both of us could manage." The Hobbit pulls out your weapons, some torches,and your pouch of herbs. "I brought you these. I'm a good burglar but a great coward." You are touched and relieved by the Hobbit's offer of assistance. You ask if he has heard anything of the Staff of Truth.

"I'm sure that the Orcs don't have a treasure as valuable as that. I've heard them talk about the hoard that their leader keeps. They've never mentioned anything like a staff, and I'm sure they'd talk about it if they had it. But the Orcs don't live in all of the caverns. They've blocked off one of the passages with stones, and they're afraid to go there. Could the Staff you're looking for be behind a wall of rocks?"

You find yourself agreeing with the Hobbit. If the Staff is in this section of the caverns, you think that it is probably too well hidden to be discovered by a group of Orcs. "How many Orcs are there?" you ask.

"I've counted fifteen; they survive by hunting game around Weathertop. They don't seem interested in drawing attention to themselves. The Orcs are still feasting. I will find something to pick your lock with and then return". With these words the Hobbit vanishes into the darkness, and you are alone once more. You soon fall asleep again. ***Pick a number:***

- *If 2,* ***turn to 296.***
- *If 3-12,* ***turn to 451.***

514 *Time: 5*

Ham looks hurt that you did not give him any treasure, but he says nothing. ***Move on.***

515 *Time: 20*

You make it to the bottom of the well without a mishap and carefully lower yourself into the water. ***Turn to 445.***

516 *Time: 10 Exp Pt: 25*

Luck and skill were with you, with the help of your valiant companion and his sling, you were able to defeat the Haradrim. As you stop to catch your breath, black tentacles emerge from the water and close around the Haradrim, dragging them into the depths. ***Turn to 148.***

517 *Time: 30*

It is difficult to believe that this barren ring of tumbled stones was once a beautiful tower. You pull out the map, but can find no clue that tells where the entrance might be. Rocks are scattered all around you, some of them in

large piles. You spend quite some time searching, but find nothing. Perhaps the entrance to the underpassages of Weathertop is concealed by piles of stones too heavy for you to move. ***Move on.***

518 *Time: 15*

You are in a passage that heads south and then bends sharply (upward towards daylight) and north. Wisely, you decide to sketch the caverns as you explore them.

- *If you go north,* ***turn to 123.***
- *If you go south, you leave the caves and are in space 11D,* ***move on.***

519 *Time: 5*

Two Haradrim are standing before a pool in the center of the chamber, pulling a five and a half foot long white staff with a pale blue gem out of the water. Their chainmail and weapons lie on the ground next to the pool. *They are unaware of you.* ***Take an action*** *(you may not "steal & take").*

If your action results in a fight, every other time you make an attack, you may also make an attack for Ham's sling (OB:2).

(Each of 2 **HARADRIM** OB:2 DB:0 EP:25)

Ignore encounters with Haradrim after this point.

- *If you defeat them,* ***turn to 423.***
- *If they defeat you,* ***turn to 358.***
- *If you successfully run away,* ***turn to 217.***

520 *Time: 10*

Ham is hesitant about entering the black expanse, but also just as hesitant about remaining on shore by himself. You carefully help him into the water, and he shudders audibly. Holding the gem aloft, you begin to wade towards the causeway. ***Pick a number:***

- *If 2-6,* ***turn to 551.***
- *If 7-12,* ***turn to 389.***

521 *Time: 5*

Just inside the doorway leading to 35D, you find a small panel. Behind it is a lever.

• *If you depress the lever,* ***turn to 222.***
• *If you raise the lever,* ***turn to 496.***
• *Otherwise,* ***move on.***

522 *Time: 10*

You face the eight angry Orcs. You put your back to the wall and face them one at a time, but it means that *you may not run away from this battle. Every other time that you attack, you may also make an attack for the Hobbit. The Halfling uses a sling (OB:1).*

(Each of 8 **ORCS** OB:1 DB:0 EP:20)

• *If you defeat the Orcs,* ***turn to 501.***
• *If you are defeated,* ***turn to 190.***

523 *Time: 20 Exp Pt: 2*

The air from the cave is dank and musty. You take a deep breath and crawl through the narrow mouth. Just inside, you pause to light a torch. In the dim light, you can see that the cave is a natural formation. You pull a piece of chalk out of your pocket and mark the wall at intervals as you crawl along; you are terrified of getting lost. The narrow tunnel continues for some distance, sloping steadily down. You are forced to crawl carefully. After some time, you discover no side passages, and you begin to wonder whether or not you have reached a dead end.

The incline becomes steeper. The sides of the tunnel are covered with slippery moss and lichens. You are forced to slow down to a snail's pace to avoid slipping. When you finally slip, you manage to catch hold of a small spur of rock, and find yourself dangling in space. Your torch is lying on the ground twenty feet below you, still burning. You seem to be suspended over a large cavern. Throwing caution to the winds, you drop to the floor of the cavern, acquiring a few additional bruises. *Increase your damage taken by 4;* ***turn to 415.***

524 *Time: 10*

As you wade downstream, you feel a tingling sensation in your legs. The tingling gets stronger as you move downstream.

• *If you get out of the stream,* ***turn to 300.***
• *If you move further downstream,* ***turn to 221.***

525 *Time: 10*

Ham scratches his head and says, "Let me think for a minute."

"We may not have a minute," you reply. ***Pick a number:***

- ***If 2-7, turn to 218.***
- ***If 8-12, turn to 391.***

526 *Time: 10 Exp Pt: 20*

A mass of tentacles erupt out of the water and grab both of the Haradrim, dragging them into the water. Hindered by his armor, one of them goes under immediately. The other puts up an amazing struggle before being pulled under and drowned. ***Turn to 148.***

527 *Time: 10 Exp Pt: 100*

When you turn to thank the figure, you find that it has already turned into stone. In your mind, you hear the soft voice of the Staff, telling you the way to the surface and congratulating you for passing the final test: you did not abandon your faithful companion, Ham.

With a soft whoosh, you find yourself standing before the astonished Hobbit. He cries out with delight when he sees the real Staff in your hand. "You did it," he cries. "We had a real adventure, didn't we? Now lets go home and get something to eat. I'm starving!" ***Turn to 249.***

528 *Time: 20*

Still shaky and bruised from the fight, you continue down the passageway, hoping you don't meet any more Skeletons. You slow down as you come to a curve, afraid of what might be hiding around the bend. You sneak up and cautiously take a peek but see nothing. With a sigh of relief, you continue to creep along, imagining Skeletons in every black pool of shadow. The Hobbit clings to your side, holding onto his sling shot for dear life and hoping that he doesn't have to use it.

After some time of creeping along in the darkness, the passage begins to level out. Anxiously, you pull out your map and search for a clue but find nothing. Ham comforts you, pointing out that you haven't come to a dead end yet, and sure enough it begins to slope down once again. ***Turn to 314.***

529 *Time: 15*

The Orc voices fade away. You have escaped! Suddenly, Hamwich grabs your arm and whispers excitedly, "Over here! I am sure this wall is the work of Orcs. The men who used to live here never built anything this crude. See, the stones are loose! I wonder what lays behind it. ***Turn to 270.***

530 *Time: 5*

Suddenly, you hear a sharp splintering noise and feel yourself falling in space. Beside you, you hear Ham's panicked cries; he seems to be on the same sudden downward journey that you are.

Your trip ends when you plunge into black icy water. When you surface, you hear Ham, yelling for help. You quickly strike out in his general direction, remembering that most Hobbits not only hate the water, but cannot swim. ***Pick a number and add your General bonus:***

- *If 2-4,* ***turn to 124.***
- *If 5-12,* ***turn to 238.***

531 *Time: 20 Exp Pt: 25*

Luck is with you; you have managed to defeat both Haradrim warriors. You quickly search the unconscious bodies, looking for some clue as to what brought them to Weathertop. Your worst fears are confirmed; you find a map identical to your own on one of the men.

Apparently their companions are already inside Weathertop searching for the Staff. You search their camp, but it tells you nothing. You find 3 daggers, 2 swords, 1 shield, 10 meals, and 5 silver pieces (which you may appropriate). The horses are of no use to you, so you chase them off.

- *If you wait to question the men,* ***turn to 303.***
- *If you leave them bound and gagged,* ***move on.***
- *If you decide to slay them,* ***move on.***

532 *Time: 15 Exp Pt: 2*

The tunnel stinks horribly of smelly, bloody Trolls, and you both gag but continue. You both poke through the rotting bits of straw and cloth eagerly searching for treasure. You find 3 golden coins stamped by the kingdom of Arnor and 23 pieces of tarnished silver. You also discover two golden

bowls set with jewels, obviously treasures of Amon Sûl. You and the Hobbit each take one. The Hobbit also finds a beautifully worked wristband and a couple of gold rings. In the meantime you discover a finely worked cloak. When you put it on, you immediately feel stronger and faster. *The cloak adds +1 to your DB and Trickery bonus at all times.* Well satisfied with your find, you leave the lair and return to the cavern. ***Turn to 327.***

533 *Time: 15 Exp Pt: 10*

You eye the bear warily, hoping he is not as hungry as he looks. You back away cautiously, doing your best to seem nonchalant. Suddenly he charges, chasing you across the slopes of Weathertop. You run as fast as you can, and eventually find a convenient tree. You shinny up its branches in record time, perching among the very highest ones. The bear, unintimidated by your acrobatics, climbs the tree and takes a few playful swipes at you. Fortunately, you are just out of reach. The branches, too weak to support the bear's great weight, give way with a shuddering crack and he falls to the ground with an angry roar. Bruised and angry, he circles the tree a few times scratching ominously at the bark, before retiring. You wait some time before climbing down, looking around uneasily, fully expecting the bear to reappear with slavering jaws. ***Move on in a random direction.***

534 *Time: 15*

You step out from the trees and greet the men in a friendly voice. Both men jump to their feet, astonished, but nevertheless give you a friendly hello. The men invite you to join them.

- *If you accept their invitation,* ***turn to 490.***
- *If you refuse,* ***turn to 361.***

535 *Time: 25*

You find no cellar or cavern entrance in this area of the summit. Rocks and ruins are piled all around you, and you pause frequently to enjoy the brisk, cool breeze and admire the view. ***Move on.***

536 *Time: 5*

You jump to your feet and hear the frightening sounds of Orcs running toward you. To your astonishment, you can remember the way you came. You turn and run down the tunnel towards the exit, hoping for the best. ***Pick a number*** *and add your Running bonus:*

- *If 2-5,* ***turn to 207.***
- *If 6-12,* ***turn 543.***

537 *Time: 200 Exp Pt: 3*

You feel weak and shaky for a few hours. You were very lucky. *Increase your damage taken by 6;* ***move on.***

538 *Time: 40*

You spend almost half an hour gazing at the brush and vines considering the best way to remove them. Finally you manage to work up the courage to begin your first cautious moves. You find your heart is racing and feel a tight band of tension grasp your chest. Slowly and cautiously you work, freezing each time you hear the brush rustling, half-expecting something to leap out of the tunnel and seize you. ***Pick a number*** *and add your Trickery bonus:*

- *If 2-5,* ***turn to 224.***
- *If 6-12,* ***turn to 272.***

539 *Time: 5*

You feel a sharp blow to the back of your head, everything turns black, and you lose consciousness. You have been betrayed! ***Turn to 204.***

540 *Time: 10*

You desperately try to climb into the narrow alcove. It is about six feet off the ground, and you are having some difficulty. Your more nimble but unseen benefactor has already succeeded and is urging you on with whispers. All the while the voices of the Orcs are getting closer. ***Pick a number*** *and add your General bonus:*

- *If 2-6,* ***turn to 360.***
- *If 7-12,* ***turn to 127.***

541 *Time: 10 Exp Pt: 2*

You make a stand against the bats; the ground all around you is littered by the carcasses of the dead and dying bloodthirsty creatures. The swarm eventually stops. ***Pick a number and increase your damage taken by that amount.***

- *If you go down the stairs,* ***turn to 123.***
- *If you go up the stairs,* ***turn to 414.***

542 *Time: 10*

As the Haradrim approach, you maneuver so that only one faces you at a time. *You must fight the Haradrim:*

(Each of 2 **Haradrim** OB:2 DB:0 EP:27)

- *If you defeat them,* ***turn to 531.***
- *If they defeat you,* ***turn to 204.***

543 *Time: 10*

Fear lends speed to your feet. Your terror enables you to out-distance the Orcs; you make it to the exit and are soon out in the sunlight. You notice that they do not pursue you outdoors. Exhausted and shaking, you collapse on a conveniently flat rock to catch your breath and to recover your nerves. ***Turn to 156.***

544 *Time: 15*

Excited, you move closer; the rocks and vines are obscuring what looks like a small cave.

- *If you remove the vines and rocks from the cave entrance* ***turn to 126.***
- *Otherwise,* ***move on.***

545 *Time: 10 Exp Pt: 3*

With a quick easy motion, you swing yourself into the alcove and lie there motionless, trying to control your panting breath. Again and again, the Orcs charge down the passage past the alcove where you are hiding; they seem unaware of the existence of your refuge. At last they decide that you are not in this particular passage, and move to another section of the caverns to continue their search. You heartbeat slows as you hear their footsteps fade into the distance.

You move to stretch, but your companion whispers "Wait. They could come back any time. We will have to hide for a few more hours till we're safe." You settle down for a long, uncomfortable wait in the darkness, pondering the identity of your companion. Why has he saved you? ***Turn to 500.***

546 *Time: 10 Exp Pt: 2*

As you climb down the cliff face, you turn and look down, trying to catch sight of your companion. You can see him below you, struggling in some sort of net that seems to be suspended over the chasm. A movement catches your eye, and in the dim light you see a huge spider crawling towards Hamwich. Horrified, you push off from the cliff face and land on the sticky web, catching the spider's attention. You must fight the spider. *Due to the web and your precarious footing, your OB and DB are reduced by 1 for this fight.* ***Turn to 257.***

547 *Time: 10*

You run through the twisting tunnels desperately trying to remember the way out, becoming hopelessly lost. As you round a corner, you collide with an Orc. With a snarl, he draws his weapon and moves to attack you. *If you surrender,* ***turn to 483;*** *otherwise you are surprised and must fight the Orc.*

(**ORC** OB:0 DB:0 EP:20)

- *If you defeat the Orc,* ***turn to 107.***
- *If the Orc defeats you,* ***turn to 331.***
- *If you successfully run away,* ***turn to 207.***

548 *Time: 30*

If there is a cave among the rocks, it is covered by stones too large and heavy for you to move. When you stoop to examine the ground, you find a small silver amulet attached to a broken silver chain. The metal is still bright; it could not have been lying out of doors long. The amulet is forged in the shape of two coiled serpents; the device seems evil and strange to you.

- *If you "know" the "item analysis" spell and cast it,* ***turn to 228.***
- *Otherwise,* ***move on.***

549 *Time: 5*

You loose your grip on the rope and begin to slip. ***Pick a number*** *and add your General bonus:*

- *If 2-3,* ***turn to 403.***
- *If 4-9,* ***turn to 144.***
- *If 10-12,* ***turn to 231.***

550 *Time: 5*

You move close to the edge of the chasm, attempting to get into position to leap across just as the Troll closes with you. Rattled by the Troll, you slip and your leap lacks the proper bounce to clear the chasm. You and the Troll fall to your death, meeting a tragic end. ***Your quest is over.***

551 *Time: 10 Exp Pt: 3*

You wade through the black water, trying to pick out the shallowest sections for your companion. You hear a splash, and turn to see Ham floundering in a section of deep water. To your horror, he suddenly vanishes below the surface.

You dive down, hoping that the gem will illuminate the blackness. Up ahead, you see him struggling with a black tentacle wrapped around his leg. You strike out for your companion, and begin to slash at the tentacles. *You must fight the Kraken. Since you are in knee deep water, add 1 to your DB for this fight only.* ***Turn to 240.***

552 *Time: 60*

After searching for an hour, you are reasonably certain that the pile of rocks and twisted vines does not cover the entrance to the caverns. You are somewhat puzzled, however, for you find that some of the vines have been disturbed; their stalks and leaves torn and crushed, as if someone else had been searching here recently. When you search the ground, you find no tracks except your own. ***Move on.***

553 *Time: 10*

The corridor soon bends so that it leads to the north and to the east, stretching off into the darkness; the air is stuffy and musty. You pause once to scramble over a pile of broken rock. You are sure that you are in the ancient cellars of the tower of Amon Sûl. Still, when you study the map, you are not sure that you are in the right section of the

cavern. Nevertheless, you are relieved to leave the Orcs behind.

- *If you go north, turn to 169.*
- *If you go east, turn to 414.*

554 *Time: 10*

Despondent at your failure, you dare not try and leave to face the tentacles of the Kraken. You see no hope but to continue to explore the ancient complex and search for another exit or a clue to where the Haradrim have gone. ***Move on.***

555 *Time: 10*

The tunnel continues a short distance before it forks. The left fork ends in a tiny, foul-smelling cavern that has some rusted chains on the wall and a few bones scattered on the floor. This is obviously where the Orcs keep prisoners. As you leave the cavern, you notice a tripwire connected to a bell that has been disconnected, perhaps the work of some clever prisoner who managed to escape from the Orcs. The righthand fork of the tunnel ends in a small empty cavern. It looks as if the Orcs rarely visit this section of the caverns. ***Turn to 421.***

556 *Time: 10 Exp Pt: 25*

You and your companion have made short work of your foes, who lie bound and unconscious before you. You may slay them or leave them. You find 2 suits of chainmail, 2 swords, 2 daggers, 5 meals, and 3 silver pieces. ***Turn to 219.***

557 *Time: weeks Exp Pt: 50*

You return to the water's edge, no longer afraid of what might lurk below the surface. You know that the Staff will protect you from the dangers of the deep. Carefully, you place your companion on your shoulders and step into the black water. While you wade, you notice that the water becomes a little bit lighter whenever the Staff touches its surface. You wade across the black expanse without incident; the surface remains quiet and black.

Instead of leading you to the passage, the Staff directs you to a blank wall. You touch the stone lightly with the staff, and its surface turns into a grey mist. Grabbing the Hobbit's hand, you plunge into the mists, following the glow of the Staff. A short time later you emerge into the open air and are standing at the base of Weathertop.

You and your companion laugh with delight and relief to see the sky once more; even the heat that seemed once so oppressive is welcome, and the once desolate wilderness seems beautiful. The Staff leads you to the remains of the Haradrims' food supplies; you have enough to make it to Bree.

At the first stream you come to on your journey to Bree, the glowing gem given to you by the daughter of the waters falls from your pouch and into the water. You smile, remembering her last words to you; the gem is returning to its real owner.

The journey to Bree seems short with a companion and the Staff to keep you company. Eyes widen when you arrive at Bree. The Hobbits are overjoyed to see Ham again; his tongue rapidly describes the adventures you encountered beneath the mountain. People stare in amazement; you are soon enjoying a wonderful meal at the Prancing Pony. Tomorrow you set out for Minas Tirith. You invite Ham along, certain the the King will thank him. He shakes his head, refusing.

"I've had enough of travelling for a while." he says, grinning at you. "If you ever need a burglar, though, you know where to find me." With that, he returns to a bonechilling narration (between bites of food) of his stay in the Orc caverns, holding the other Hobbits and the men of Bree spellbound.

The Captain of the Guard offers you an escort, but you politely refuse, knowing that the Staff will guard you on the road. You travel along with a merry heart, the long journey easier for the presence of the Staff. It seems to hum and sing as it comes closer to Gondor, eager to be in the hands of the King once more.

You reach Minas Tirith at a fortuitous time; the King has returned from the wars in the east and you will be able to give him the Staff personally. Eldamar beams with pride and delight when you enter the ancient library. He is astonished to hear of your adventures. "I thought fetching the Staff would be a simple task. My pardon. But come, the King is waiting." You walk into the ancient audience chamber full of pride and confidence. King Elessar accepts the Staff, thanking you gravely and praising your courage and fortitude. In his hands the Staff suddenly comes to life, glowing warmly and casting all in the court with its beneficient glow.

"A faithful, resourceful servant like yourself is of great value to the crown. I have many perilous missions that must be undertaken in the years to come. Perhaps you will be able to get your friend the burglar to help you on some of them."

The King is very grateful for your services, and since you cannot keep the Staff, he asks you to choose a reward from the treasures of Gondor; you may choose two items from the following list.

- Magic longsword of Westernesse *(+1 to OB, +4 against Wights and other evil creatures)*
- Magic Chainmail *(no penalties to bonuses)*
- Magic Shield *(+1 to normal DB and no penalties to bonuses)*
- Magic Bow *(+1 to normal OB)*
- Quarterstaff *(allows you to cast two spells per day that you already "know" without increasing your damage taken)*
- A pendant *(allows you to cast "item analysis" twice per day without increasing your damage taken).*
- A ring *(allows you to throw the spell "firebolt" once a day without increasing your damage taken)*

Needless to say, he also sends a generous reward to Hamwich Tunnely esq., of Bree.

THE END

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MERP STATS TABLE

(See MERP Table ST-2 for an explanation of the codes)

Text #	Type (number)	Level	Speed	Hits	At	DB	Attack	Size	Crit
178	Wolf	2	FA	45	NO	25	55Bi	M	Reg
199	Orcs(6)	1	MF	25	NO	20	35We	M	Reg
230	Wight	10	MD	90	NO	35	80We*	M	Lge
240	Kraken	12	MD	60	NO	15	90Gr*	M	Lge
242	Troll	8	MD	100	RL	25	75We	L	Lge
257	Spider	5	MD	45	CH	25	60Pi	M	Reg
290	Orcs(3)	1	MD	30	NO	20	35We	M	Reg
356	Orc	1	MD	35	No	20	40We	M	Reg
372	Kraken	12	MD	60	NO	15	90Gr*	M	Lge
382	Tentacle	10	MF	15	NO	20	50Gr	S	Reg
436	2 Haradrim	3	MD	43	LA	30	50We	M	Reg
446	Orcs(5)	1	MD	35	NO	20	40We	M	Reg
462	Crebain	2	VF	10	NO	40	20Bi	S	Reg
463	Skeleton	3	SL	45	NO	25	40We	M	Reg
474	Bear	3	FA	25	NO	30	60Ra	L	Reg
502	Haradrim(2)	3	MD	42	LA	25	45We	M	Reg
519	Haradrim(2)	3	MD	42	NO	15	45We	M	Reg
522	Orcs(8)	1	MD	35	NO	20	40We	M	Reg
542	Haradrim(2)	2	MF	45	NO	25	45We	M	Reg
547	Orc	1	MD	35	NO	20	40We	M	Reg

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Special Contributions: Bruce R. Neidlinger

ACTION TABLE:

Attack: You must fight your opponent.

Run Away: ***Pick a number*** and add your ***Running*** bonus. If the result is more than 7, follow the text instructions or ***move on***. Otherwise, you must fight your opponent and you are "surprised" (i.e., foe gets to attack first).

The following three actions are only allowed if the text indicates that your opponent is "unaware" of you.

Sneak Away: ***Pick a number*** and add your *Trickery* bonus. If the result is more than 7, ***move on***. Otherwise, you must fight your opponent.

Sneak Attack: You must fight your opponent. ***Pick a number*** and add your *Trickery* bonus. If the result is more than 7, you may sneak up and attack. For your first attack only, you may increase your *OB* by adding your *Trickery* bonus.

Steal & Take: ***Pick a number*** and add your *Trickery* bonus. If the result is more than 8, you have "outsmarted" your opponent. Read the text indicated, keeping in mind that you may only take one item described (your opponent is still alive). If the result is 8 or less, you must fight your opponent and you are "surprised" (i.e., foe attacks first).

WHEN USING THE ADVANCED SYSTEM:

1) **Run Away** and **Sneak Away** result in you following the text instructions or ***moving on in a random direction***.
2) You may attempt to **Run Past**: follow the same procedure outlined for **Run Away**, but subtract 2 from the number you get **and** if you are successful, you may ***move on*** instead of ***moving on in a random direction***.
3) You may attempt to **Sneak Past**: follow the same procedure outlined for **Sneak Away**, but subtract 2 from the number you get, **and** if you are successful, you may ***move on*** instead of ***moving on in a random direction***.

COMBAT TABLE

Number Picked	Attacker's OB Minus Defender's DB *									
	+5	+4	+3	+2	+1	0	-1	-2	-3	-4
2	0	0	0	0	0	0	0	0	0	0
3	2	1	1	1	0	0	0	0	0	0
4	4	3	2	2	1	0	0	0	0	0
5	6	5	4	3	2	1	0	0	0	0
6	7	6	5	4	3	2	1	0	0	0
7	8	7	6	5	4	3	2	1	1	0
8	9	8	7	6	5	4	3	2	2	1
9	U	9	8	7	6	5	4	3	2	2
10	U	U	U	8	7	7	6	5	4	3
11	K	K	U	U	U	U	8	7	6	5
12	K	K	K	K	K	K	U	U	U	U

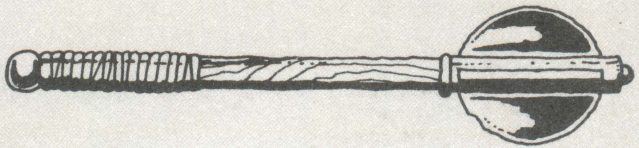
* If OB – DB difference is greater than +5, add the excess to the number picked; if the difference is less than -4, treat it as -4.

Results:

= A number result indicates the amount of damage taken; if the total damage taken exceeds the combatant's endurance point total, the character is unconscious.

U = Unconscious (knocked out), wounded, and out of action; see text for results.

K = Killed.



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